

COVER BY HALESOWN & NENKAI

ISSUE XII

PORTER UN CHAPEAU

EST. 2023

MANN



John Patrick Lowrie

MANN OF THE MONTH

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JANE
DOE

TAVISH FINNEGAN
DEGROOT



CRITICAL
HITS!
PRESENTS

RED

A TEAM FORTRESS 2 SONG

RANDOM ENCOUNTERS PRESENTS A RANDOM ENCOUNTERS PRODUCTION "RED: A TEAM FORTRESS 2 SONG"

STARRING JANE DOE TAVISH FINNEGAN DEGROOT

FEATURING BEN PADDON NATHAN HALL

ARTWORK GREMLINDRAWS

VIDEO AVAILABLE VIA YOUTUBE

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MANN
Magazine



ARTIST OF THE
MONTH

chaotix





Art by @ChaotixTF2



Fellas, I never played Ghost Trick
but this certainly makes me want to.
(I probably won't, but this art does slap.)

**CHAOTIX IS THIS MONTH'S ARTIST OF THE MONTH
AND IS APPARENTLY A CONTENT CREATOR
FOCUSING ON TEAM FORTRESS 2 AND "ROBLOX
FNF VIDEOS."**

(Learn something new everyday, I suppose.)

No shade in the slightest, but trying to figure out this guy's footprint was like running through a house of distorted mirrors: disorienting, amusing, and damaging to the greater psyche. Perhaps that last part is just me though.

That said, on with the questions!



WHAT GOT YOU INTO PLAYING TEAM FORTRESS 2?

'I don't remember exactly what got me into playing TF2, but it was sometime around 2015 when I first played. I think around that time I was watching people like Muselk, Strife, Uncle Dane and Blu and was interested enough in the game to give it a shot.'

'I think I started playing around when Gun Mettle was halfway through, where everyone was going insane over the weapon skins and comparing it to Counter Strike: Global Offensive, but the first full update I remember playing through was Tough Break.'

'Really though, what got me into playing TF2 was seeing how people were playing the game and I wanted to give it a shot. I distinctly remember asking my dad to get me premium on the game so I had more inventory space, and he ended up getting me the entire Orange Box because it was cheaper and he didn't have to wait a week to trade the Premium Gift.'



BEFORE YOU STARTED WORK AS AN ARTIST, IS THERE ANYTHING YOU DID BEFORE DRAWING?

Back in high school, I originally wanted to do coding with the intent to make a game. As time went on though, I realized (I) wasn't exactly interested in continuing with it as I once was.

When I went into college, I originally went in to do game design, but after my first year, I switched over to doing graphic design instead and took my art stuff more seriously. Ironically enough, I'm not exactly great at drawing, but I felt like I knew enough about Photoshop to get some cool stuff done. College also helped me learn Illustrator, which has been a pretty big help too.



OF ALL OF YOUR WORK THESE PAST FEW YEARS, WHICH ONE STICKS OUT AS YOUR MOST POPULAR OR FAVORITE?

The first one was during the height of Fall Guys' popularity and I wanted to make something with the Scout costume as soon as it was announced.

It was also my first time actually downloading something from the Garry's Mod workshop, as it wasn't on the Source Filmmaker workshop at the time.



"It's by far my most popular actual artwork. My personal favorite as of right now is probably the second image. I was heavily inspired by a remix of a Mandela Catalogue inspired Friday Night Funkin' song funnily enough, and scene built an entire room.

I'm also super happy with how the VHS filter turned out, as the filter itself is from a Premiere plugin I use."

FAVORITE!

WHEN DID YOU START TO NOTICE THAT YOU WERE GETTING A SIGNIFICANT AMOUNT OF COMMISSIONS AND FANS?

'It kind of happened by accident.

Originally, my twitter was mainly TF2 and my art and such. My cel-shaded stuff got a lot of attention and most people ended up commissioning me for that style. Eventually however, I turned my attention to making Roblox FNF videos, which yeah it's not exactly TF2 related, but soon enough I ended up with a sizable following and nearly 40K subscribers on my main channel.'

'That's not to say I ignore SFM at all, far from it. I use SFM for 90% of my video and I get regular commissions still, some of which from other YouTubers which is really cool.

I always enjoy making stuff in SFM, despite its many, many issues.'

DO YOU PERSONALLY HAVE ANY PROBLEMS WITH THE TF2 COMMUNITY ITSELF, ARE THERE ANY FLAWS YOU WOULD LIKE TO FIX?

'Honestly, I think people need to chill out a bit more. Sometimes I feel like people don't understand is the community is the reason this game is still kicking at all and harassing workshop creators and such is just going to cause more issues than it's worth.

Support workshop creators. Support map creators. And if you're complaining about low quality hats and such being added to the game, you could always just... not use them? Or at least complain to Valve themselves instead of bullying the workshop creator because of something completely out of their control.'



HOW LONG DOES IT TAKE TO CREATE A PIECE ON AVERAGE?

'It really depends. For simpler renders, like transparent renders or even cel-shaded renders, it can take at least a couple of hours.

For stuff like scenebuilds, such as the second image here, it can take much longer, up to around a day or two.

I think the longest I've spent on a project was a couple of months, but that's mostly due to me stopping halfway through and not continuing it until much later.'



FINALLY, DO YOU HAVE ANY WORDS OF ADVICE FOR UPCOMING ARTISTS OR THE TF2 COMMUNITY ITSELF THAT YOU THINK WOULD BE OF HELP?

'This has probably been said numerous times already, but **never be afraid to ask for help or look at a guide.** There's plenty of people out there who can redirect you to a guide or a fix for any specific issue that you might be having.

SFM guides in general are usually always helpful. I myself have even written a couple of guides, one of which is how I make my cel-shaded posters! It's always cool to see people making stuff in SFM despite how terrible the program can be at times.'

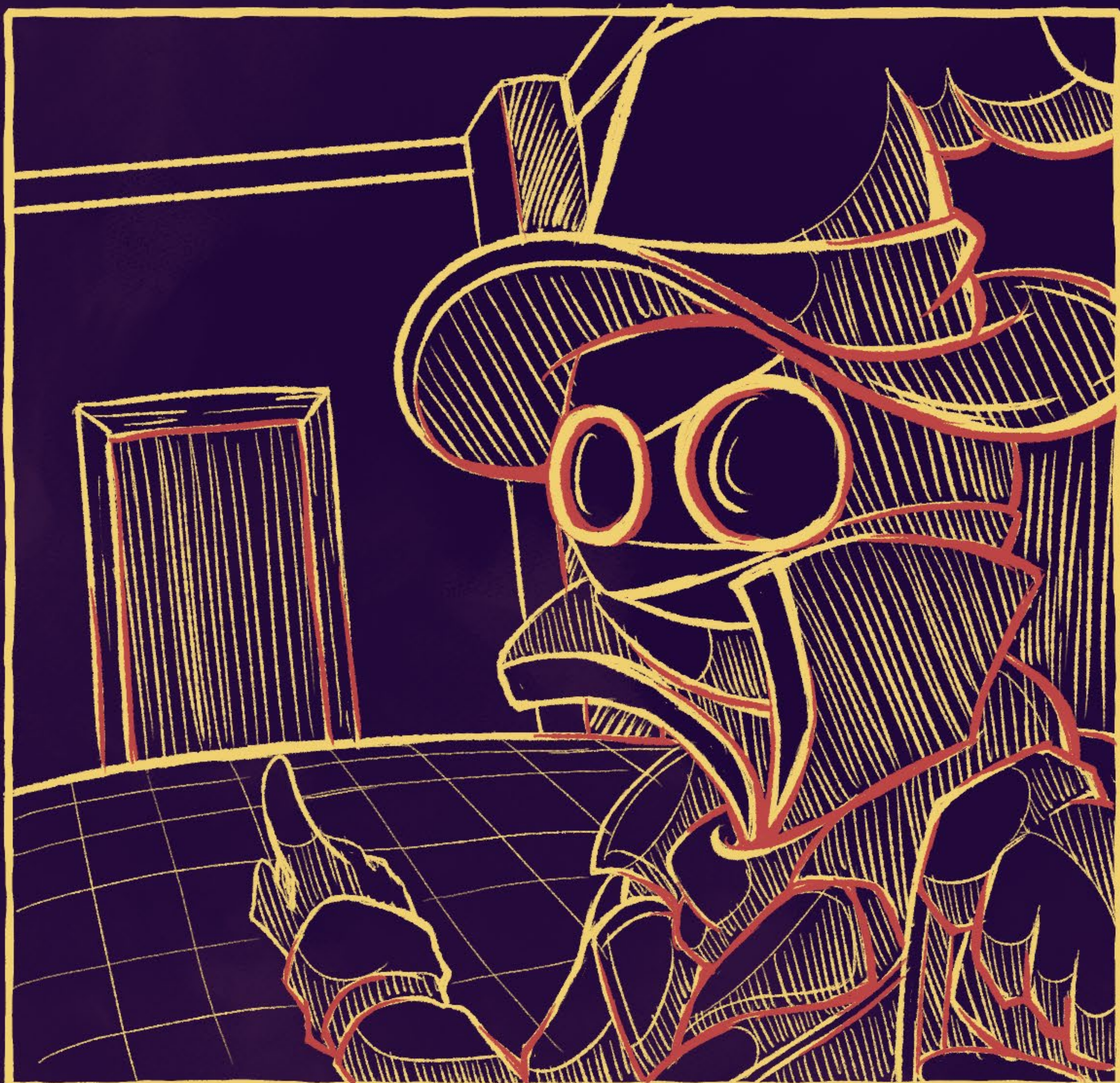
'As for the community itself, as mentioned earlier, **just support each other.**

Try out those workshop maps that look cool.

Take a look at those cool hats you see.

Support the people who make cool mods and HUDs.

AND LASTLY, JUST HAVE FUN. THIS GAME IS BEST WHEN YOU'RE NOT TAKING ANYTHING TOO SERIOUSLY. I PROMISE."



Open your mind.

**Tune in to keep up with all the
hot new titles we've been busy
developing.**

**Modern game companies won't
stand a chance.**

**We would have
made it a livestream,
but we don't know
how to use OBS.**

**"Why so serious?"
- Bane**

**Bring a clean
pair of pants.**

**"Oh wow, incredible!"
- Sastisfied Gamer**

**Btw don't forget to do download
Counter Strike 2 lol it's out m.**

**"We let Overwatch on Steam just
so you could leave a negative
review on it." - valveguy**

A non-profit parody event, brought to you by TF2 Club.

**VALVE
DIRECT**



SEARAVIOLI

ARTICLE BY INDIE
ILLUSTRATED BY ALTO ARCADE

Here at the newly rebranded TF2 Club, we see a lot of TF2bers start with humble beginnings and then go onto have big hits. But not this issue's pick, SeaRavioli. Oh no not at ALL.

Ravioli immediately made a splash in the scene despite only starting in may of this year. His channel can be described as high quality at a steady quantity. He takes ideas that seem simple on the surface, like getting every type of trickstab, and turns them into a fun journey with great editing, pacing and jokes.

I, indii, the writer of this article have probably watched thousands of hours worth of TF2 content, I've also watched basically almost every single TF2 video uploaded from 2022 to now, and in my humble opinion: SeaRavioli is the next big youtuber. I have no doubts that he'll join all the greats like Uncle Dane, Lazy Purple, Soundsmith and the relatively newer Elmaxo within the next year or two. Now for some words from SeaRavioli himself:



"In May of this year, I uploaded my first video to the channel, a random 1-minute animation I made for my motion graphics class. I left it for a month and returned to see a couple thousand views and tons of positive comments. I had never tried to make TF2 videos before, despite having played since 2014, but I figured it's better late than never. After that, I uploaded a few more videos trying out various ideas and challenges, and I was immediately blown away by the support. Much love to all the amazing content creators, community members, and of course, VIEWERS who have shown support.

This is only the beginning!"



Be on the ground floor, witness the inevitable meteoric rise of the next big TF2 youtuber, check out SeaRavioli.



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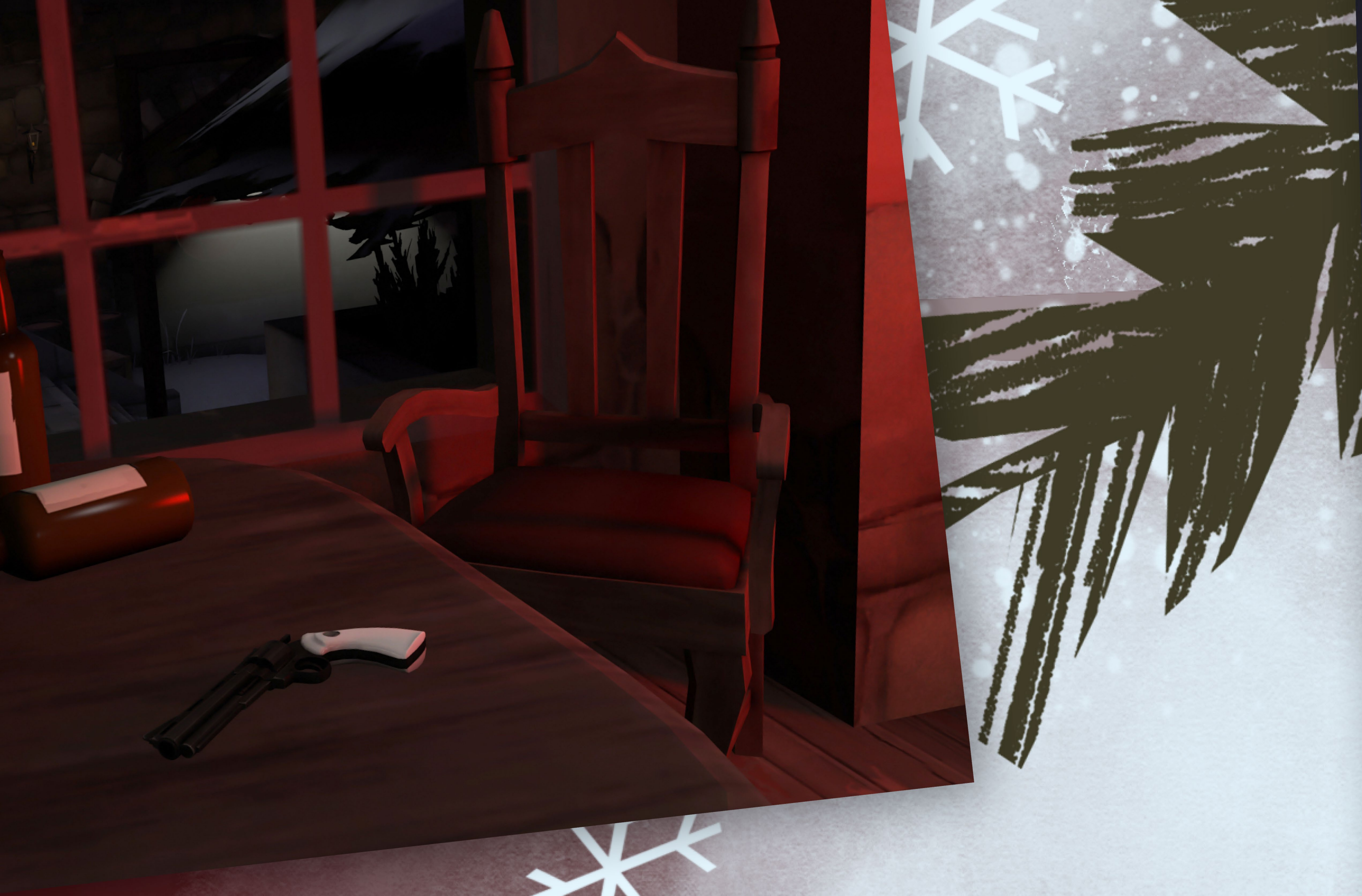
MANN Magazine November 2023

MAP OF THE MONTH

KRAMPIUS



WRITTEN BY MOSHI
EDITED BY YEEHAW88
ILLUSTRATION & FORMATTING BY
LIZZIEFIJ
RENDERED BY HALESOWN



Have you ever wished to Santa that he would give you a reason to run for your life for Christmas?



No? Well, too bad! In this King of the Hill map you can do just that to enjoy the holiday with style and dread! Try to capture the point in the middle of the snowy German village in the middle of the Black Forest while the terrible Krampus hunts your team down!

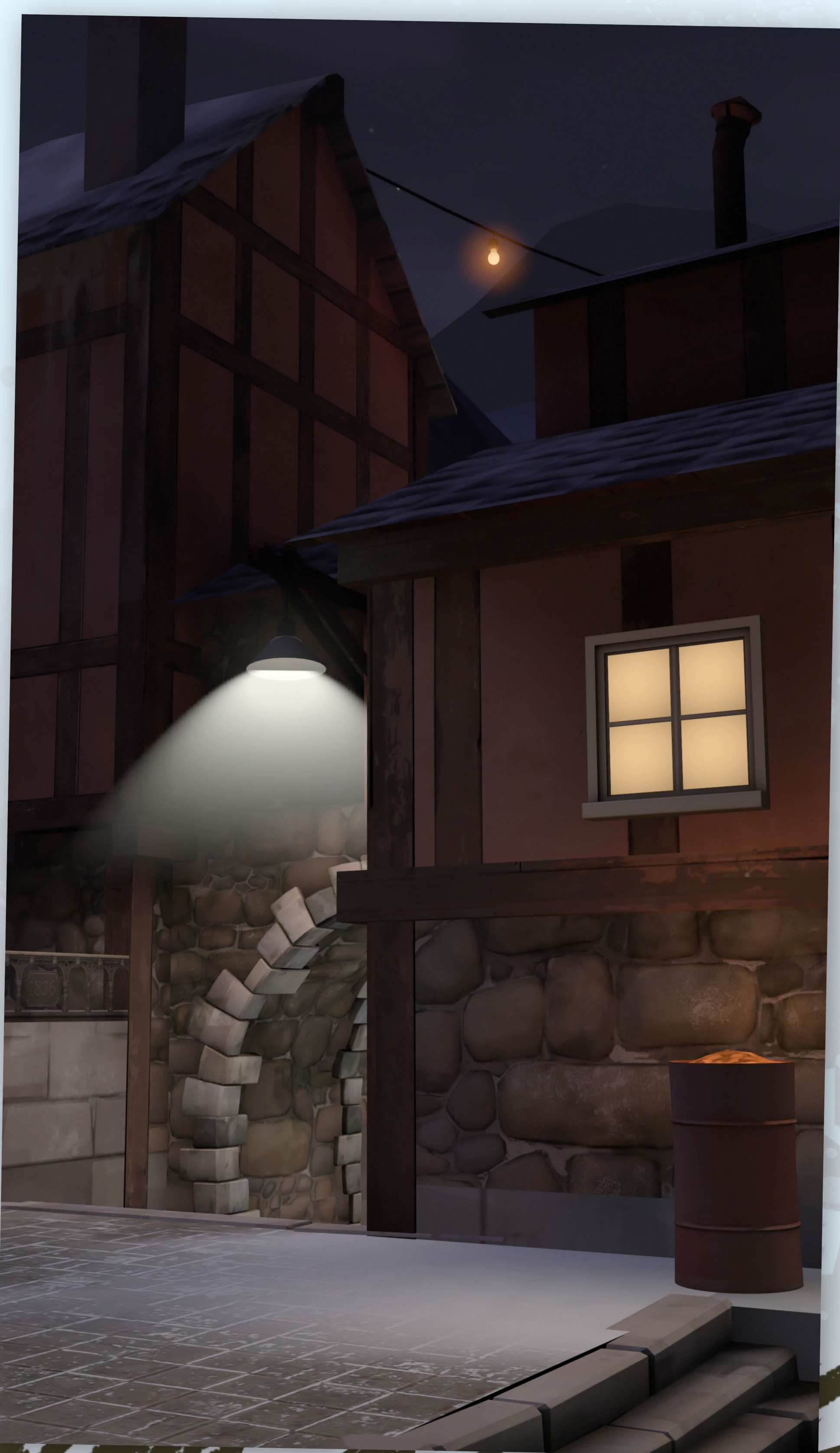


Don't get too distracted by the beautiful scenery around the city, or by the dark trees on the side of the snowy road, because that huge demonic deer might get you! His strong attacks will knock you back a considerable amount, and his burning coals will seek you and your teammates out to cause lots of damage.

Even though the map is relatively big on the open areas, it also gives the players some great opportunities of escaping him by running into the narrow hallways near the sides of the map, providing a truly terrifying experience just as much as it provides a truly fun one. Awfully ironic that it took a Smissmas map to add a chase-centric rather than a Scream Fortress one, but it doesn't change anything about the thrill of it all!



While Krampus is on the roam, the capture point keeps itself locked, only unlocking after someone has killed the threat! After he is dead, a portal will appear and take all of the mercenaries to another dimension, whoever survives and manages to escape will come back to the real world with powerful crits and ubercharged, decimating everyone on the way!



This is no Ghost Fort or Slasher though! RED nor BLU are calling a cease fire: this map is an invitational frisco fracas! It is one demon versus all of RED versus all of BLU. What more could be asked from a Swissmas map?



Other than that, this is your standard King of the Hill map. So if you liked this mode already: you got a nice gift in your stocking with this map. If you didn't: well, coal for you, I suppose!

Krampus map produced by dondon, Coolchou Zhao, Lothudus, zythe_, dotflare, Phe, doctorsteen, ScienceDILF, Lerd, Lizard of Oz, Artur E. And sky.



(Editor's Note: Would you believe me if both the author and, I, the editor both thought the Map of the Month was going to be Outlook? Would you believe me if I said that the author and I produced enough bricks in our pants to reconstruct Brickyard? No? So much for Christmas miracles.)

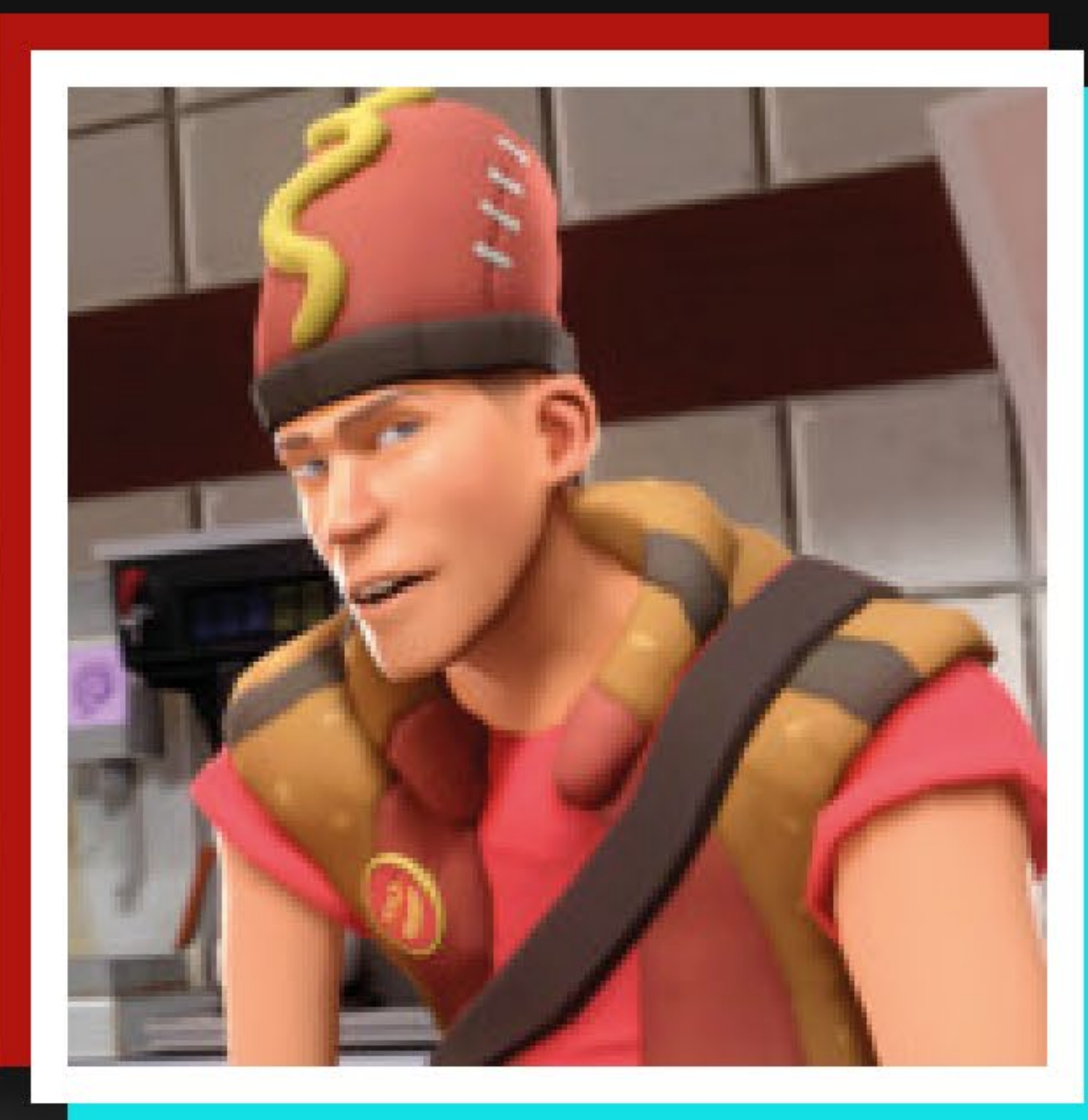
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MANN

WORKSHOP CREATOR OF THE MONTH

GLITCH

Interview by **TableCroissants** | Written by **Enderkill** | Edited by **yeehaw88** |
Illustrated by **Trumpet** and **Consulting Burrito** | Formatted by **Consulting Burrito**



For this issue of the *Workshop Creator of the Month*, we have interviewed the one and only **Glitch**. With a gratuitous **six-hundred and eighty three (683) workshop entries**, you might recognize his name from some of his notable contributions to the game: the **Pocket Yeti**, the unusual effect **Pyroland Daydream**, the **Breadcrab**, the **Wavefinder**, the **Thousand-Yard Stare**, the **Boston Brain Bucket**, the **Alcoholic Automaton**, the **Bulb Bonnet**, and the **Splitting Headache**. He also worked on two really awesome maps: **Helltrain** and **Bread Space**.

If you look into Glitch's profile, you'll find that his first workshop item was the *Tomb Raider Secrets Statue* made in 2014—this was made for the *Tomb Raider* contest that was going on at the time in the community. After this attempt in 3D modeling, Glitch mostly focused on trading, making SFM posters, and focusing on schoolwork. "Once I was in my last year of High School, I didn't have much money so I thought

"If I cannot trade/buy hats then I will just have to make hats I would like to wear."

With this foolproof mentality, Glitch then focused extensively on digital art, particularly 3D modeling, where he then discovered **Blender**. From that point he filled his *Brain-Bucket* with tutorials like HellJumper's TF2 Tutorial and hung around Facepunch forums to learn what made a good TF2 item, figuring out about the artstyle,

theming, brush strokes, color palettes, and a *Helltrain* of a lot more. In the midst of all this, Glitch was learning how to make cosplay props with foam and paint, which he believed had **"helped me learn how to texture more stylized stuff like TF2."**

Glitch's first accepted item was the **Pocket Yeti**, the 39th item he'd submitted into the workshop. 2 years later, the 4th item in his workshop, the unusual effect **Pyroland Daydream**, was accepted into the game.

"I was really surprised as I thought Valve didn't want to do anything with my older submissions,"

Glitch said.

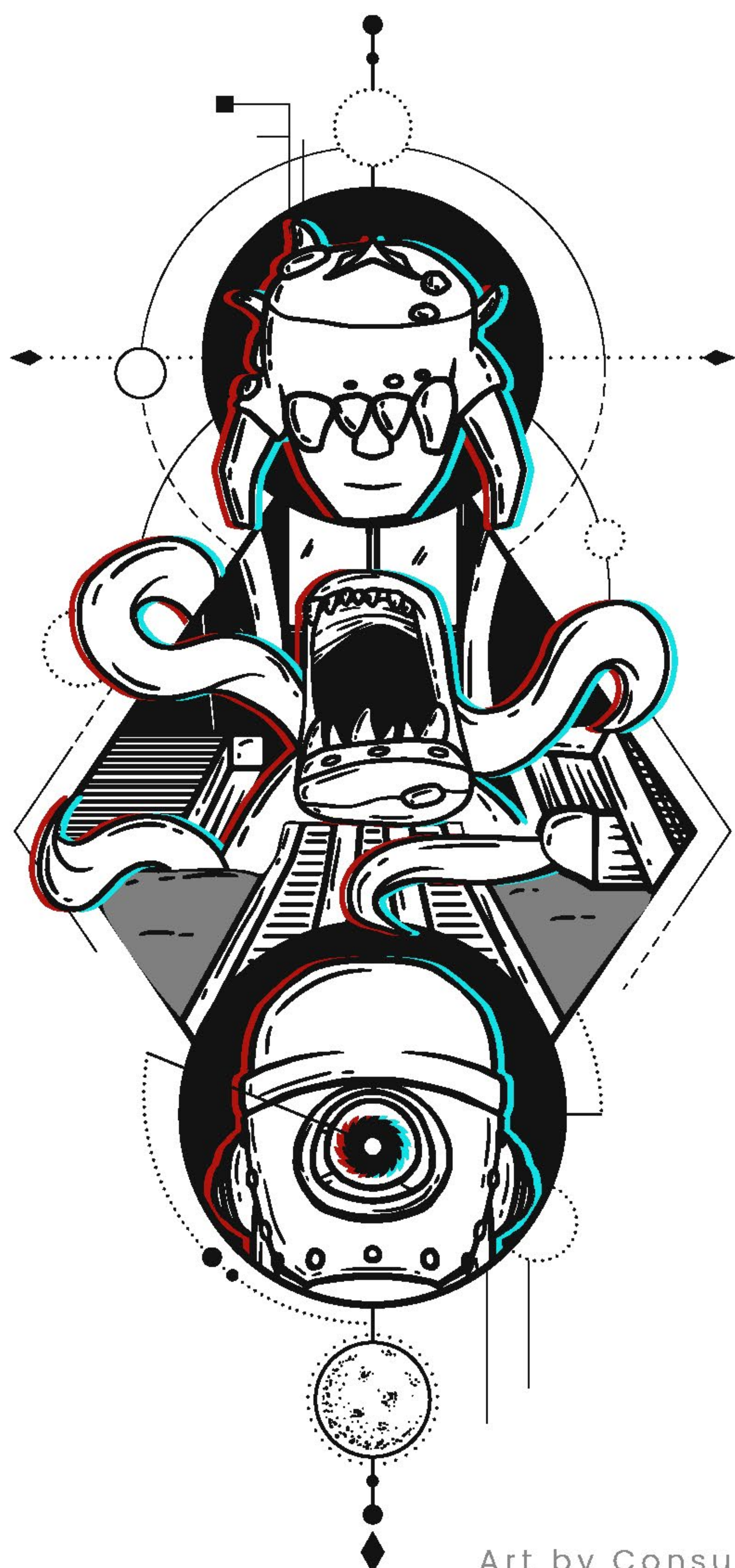
It told him that no matter how old a submission is, Valve could always still accept it. To Glitch that was comforting, as it meant that none of his submissions ever truly went to waste.



For every year after Glitch had started consistently contributing, he'd had at least one item accepted into the game. Glitch was thrilled by this, but he understands that many talented creators aren't as fortunate, and so he gives back where he can by contributing to TF2 charity events and helping smaller creators in the workshop. In that, how does Glitch maintain consistency? Is there a formula that found the waves needed to make the *Wavefinder*? Glitch says:



“Honestly, I just keep making things I would personally wear and that I would have fun making, since I don’t have unlimited time in the day.”

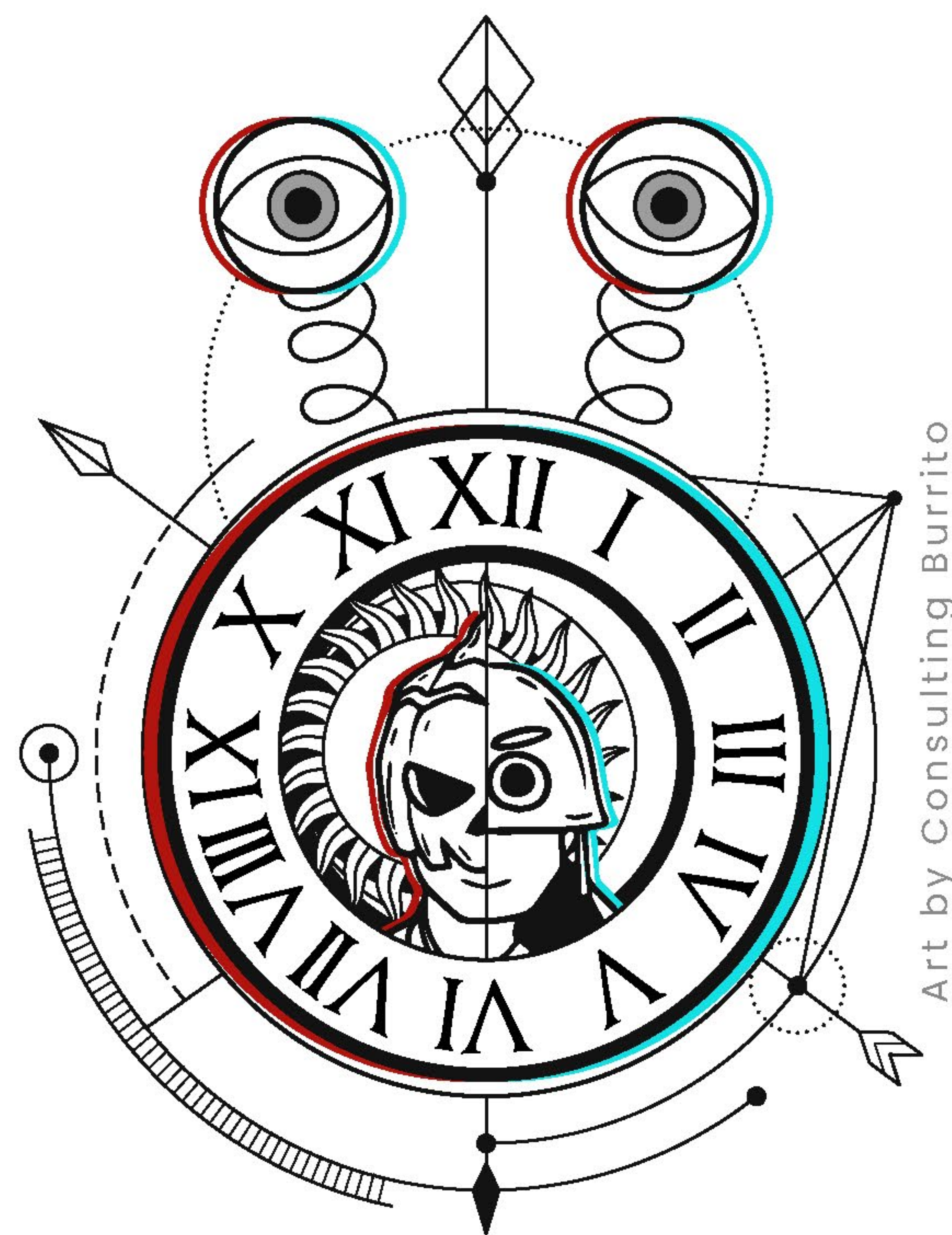


Were there any workshop items that surprised him when they made it in?

Glitch says his biggest surprise was the **Breadcrab** being accepted, as in the past, Valve has marked *Half-Life* content as incompatible with TF2. It effectively became the first *Half-Life* inspired cosmetic to be in the game, and Glitch is thrilled to be one of the two people involved with it: **“I have to give credit to Doggoh as they were the mastermind behind the idea!”** The other surprise came with **Bread Space**, which Glitch had co-directed. A labor of love, working as an *Alcoholic Automaton*, Glitch says he had **“spent almost every day working on the map in some capacity for a year.”** To have it accepted sent him **“to the moon and back”**, which is to say he had the opposite of a *Splitting Headache*. It was also surprising, although to a lesser degree, that the Halloween map was accepted for a Smisssmas update.

Where does Glitch get inspiration for his cosmetics? Does he pick them out of a *Hollowed Helm* with *Thousand-Yard Stare*?

Glitch answers that he gets them *“Everywhere in everyday life!”* Glitch talks with people in real life and his Workshop friends to come up with ideas, of course with the restrictions of Source 1 and the TF2 importer in mind. When there aren't any *Spooky Head-Bouncers* in his mind, Glitch tries to consume media similar to TF2 or the current festive season so he can get into the spirit of Summer, Halloween, or Smissmas.



Art by Consulting Burrito

In the *Bread Space* of the TF2 Workshop, it can be daunting to submit creations to either silence or criticism. Glitch's word of advice is:

“Do not give up. As long as Team Fortress 2 servers are running, make content! Regardless of how many negative comments may tell you to quit, keep pushing through as you are making stuff in your own time and no one can tell you how you should spend it! So buckle up, you are in for a wild ride and I wish you the best of luck!”



SFM art by Trumpet



PROFILE



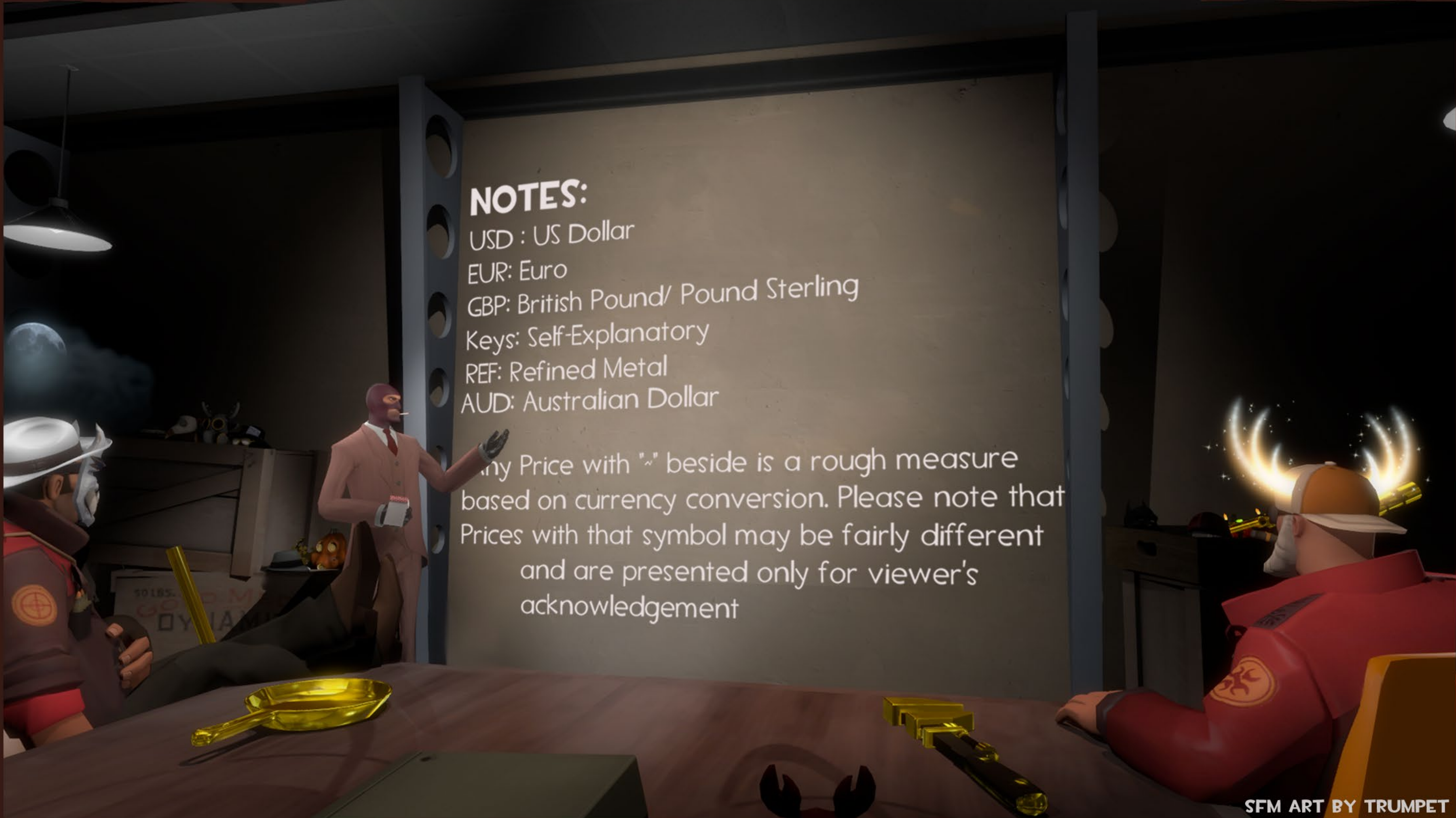
WORKSHOP

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MANNCONOMY

AS OF NOVEMBER 2023

WEBSITE	REF	KEYS	UNIQUE AIRBUDS	STRANGE GOLDEN PAN
	USD: 0.029 EUR: 0.027 GBP: 0.023 AUD: 0.045	REF: 54.44	Keys: 5.15	Keys: 2500-300
	N/A	USD: 2.30 EUR: 2.12 GBP: 1.84 AUD: 3.54	USD: 14.22 EUR: 13.08 GBP: 11.39 AUD: 21.92	
	USD: 0.04 EUR: 0.037 GBP: 0.032 AUD: 0.045	USD: 1.73 EUR: 1.59 GBP: 1.39 AUD: 2.67	USD: 12.29 EUR: 11.95 GBP: 10.41 AUD: 20.02	USD: 5,650.00 EUR: 5198.88 GBP: 4527.40 AUD: 8706.98
	USD: 0.05 EUR: 0.046 GBP: 0.04 AUD: 0.062	USD: 1.63 EUR: 1.53 GBP: 1.33 AUD: 2.56	USD: 11.32 EUR: 10.42 GBP: 9.07 AUD: 17.44	USD: 4,998.99 EUR: 4599.67 GBP: 4005.74 AUD: 7703.73



NOW RECORDING MANN OF THE MONTH

ART BY HALESOWN



John Patrick Lowrie

MANN of the Month

John Patrick Lowrie

Interview by TableCroissants | Written by Pura | Edited by yeehaw88
Illustrated and Rendered by A LOT OF US! | Layout by nenkaii

Typically, writers of our magazine will state that you may have heard of whoever we had spoken to this month, but you have ever touched Team Fortress 2- whether for 1 minute or 100 hours- you have heard John Patrick Lowrie's voice.



Art by Alto Arcade

We were lucky enough to be able to speak to the insightful and skillful man behind the voice of one of our favorite Mercs.



Art by darkshad

Attending the University of Indiana in 1973, Lowrie trained and studied composition and music. It was later when studying for his Master's that he met [Ron Keith](#). They had the idea of performing songs they composed together in venues and created a band. Having opened for [Mel Lewis](#), [Buddy Rich](#), and [Thad Jones](#), the group had success until they later broke up in the 1980s. Lowrie then went on to play guitar and banjo for a European tour, where he met [Ellen McLain](#).

He explained to us that during this period he wasn't sure what he -

-wanted to do, as the group he previously had with Ron Keith didn't work out. But he said it was McLain who got him into acting. While getting his doctorate, Lowrie was a DJ for National Public Radio (NPR) and had previously done radio commercials as well. He started auditioning for games in 1995, landing roles in those games in 1997, and then getting auditions for Valve games in 1999.



Art by Carolyn

When asked about the games he featured in earlier on in his voice acting career, our interviewer and Lowrie laughed over not knowing what [Putt Putt Travels Through Time](#)^{*} was, even though it was listed as the first video game he featured in.^{**} He told us that he doesn't remember a lot of the earlier games he featured in as he owned a Mac and most of the games were PC exclusive.



Art by nenkaii

^{*}Putt Putt Travels Through Time is an edutainment PC game and is the fourth of seven Putt Putt games in the franchise.

^{**}This is incorrect, as the first piece he voiced in was actually Betrayal in Antara, a roleplaying game, released in July of 1997. William the Kid, a character Lowrie voices in ""Spy Fox in 'Dry Cereal'"" appears as a cameo in Putt Putt Travels Through Time. This was an odd rabbit hole to fall down.

The first time he was sent fan mail was just after the Orange Box was released; Someone from Denmark sent him an email explaining people on the streets were shouting 'The cake is a lie!' in Copenhagen.



Art by twilight

People started putting out interest for both Lowrie and McLain to go to fan cons and comic cons. This sparked interest because it allowed Lowrie to both meet fans and be able to sell his book, which he had just published at the time. It was when he met Andrew Hope back in the window between 2011 and 2012 that helped set up a reunion at Pax West.

This was the first time he had met Robin Akins Downes, who had the idea of going to a coffee shop near the venue and asking for a sandwich in their character voices. The fan reaction was huge, and they decided to keep going. He came up with a storyline regarding this missing sandwich, but Robin was in Los Angeles whereas he, Ellen, Dennis Bateman, and Gary Schwartz were in Seattle.

So they added another plot to this growing storyline: not only was the sandwich missing, but the Medic was as well.

Lowrie explained that they wanted it to be as silly as possible and do crazy things, with the earlier episodes just being unedited and uninterrupted shots. As stated previously, they started writing scripts and included places they were at or were going to.



Art by gremlindraws

We have also been informed that they do want to make more of *The Sandwich Saga* ! The first season has been wrapped up nicely and they've got ideas of what to do going forward. They're having a break at the moment and will come back strong at the start of the new year.



A 2008 TOYOTA COROLLA

Fan reaction to the Saga has been fantastic, Lowrie said, with fans asking for content for years. He's found the memes people have been making great. Fan interaction seems important to him, and being a part of something that brings people joy is a privilege. The majority of our time is spent solving problems or dealing with them, so it's important to have that time to relax and have fun.



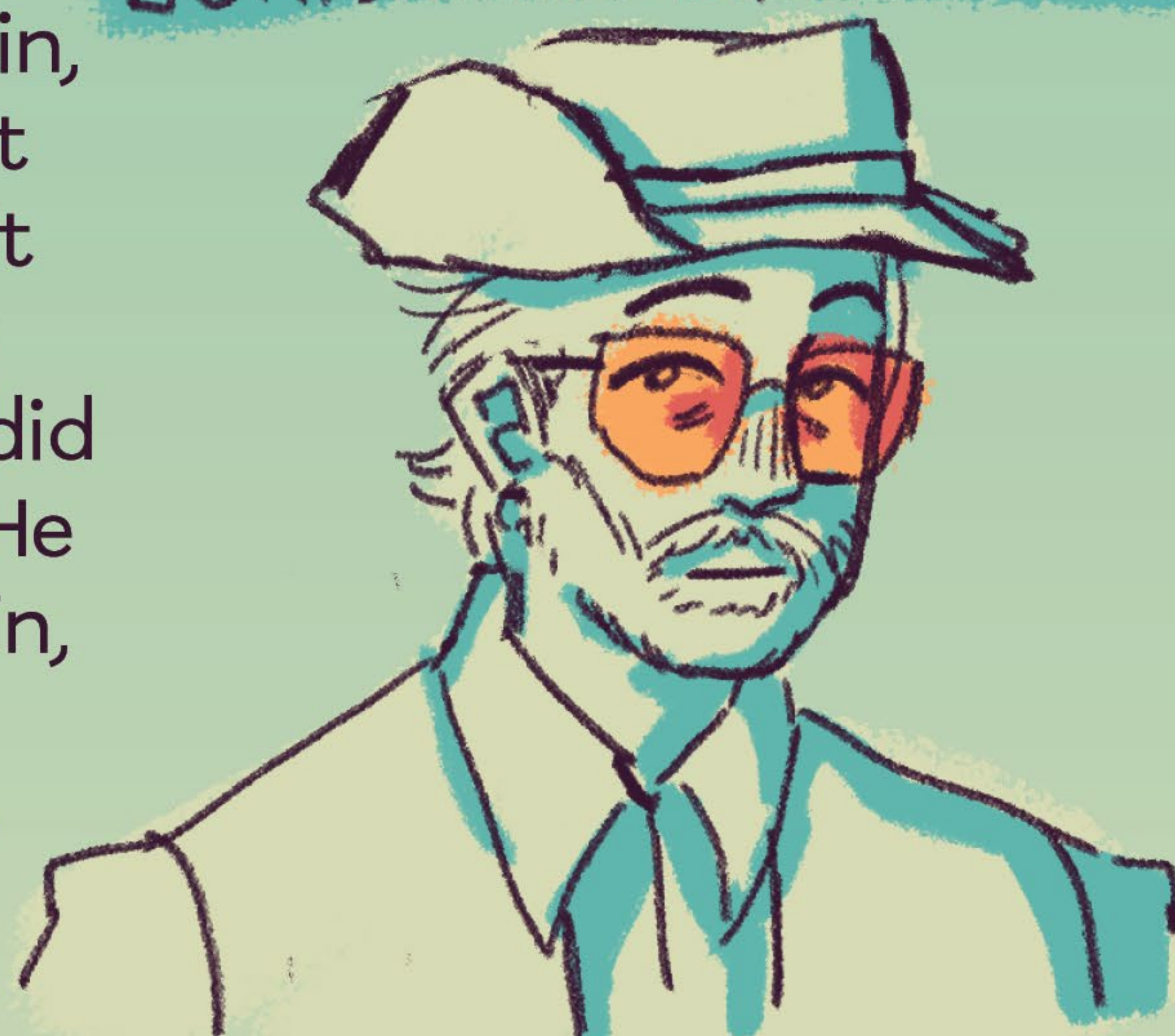
Art by Burrito

This also led him to meet Shork- someone this magazine has covered previously in another issue- and create a video together: *TF2's Voice Actors Play TF2 For The First Time*.

We did ask Lowrie if he would play again, and he said he had played the game when it first came out but found the gameplay a bit fast-paced. Nonetheless, the people playing against him were very kind to him, and he did think it was a great game and very funny. He explained that he is a bit shy to play it again, as his username is just his full name so everyone playing with him would know who he is.

Shork has also opened up the door to the big cosplay community in Sweden and London, and the YouTuber has been very helpful in promoting events, going as far as to organize a 'Meet the Mercs' event.

JOHN_PATRICK_LOWRIE



Art by nenkaii

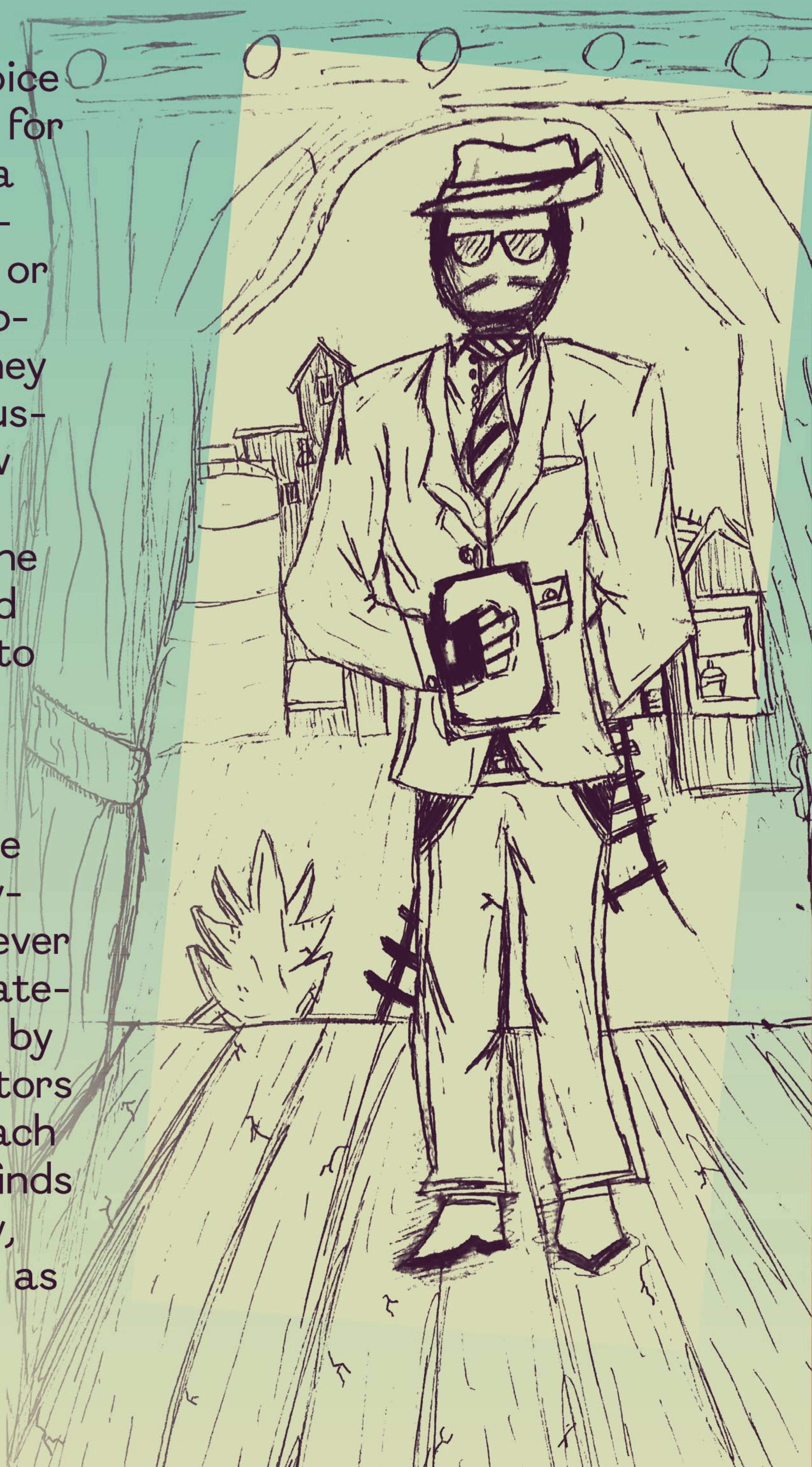
Lowrie knew that if he wanted to pursue this life then part of it would be talking to people who knew him, but he didn't know. If someone wanted to speak to him then he would talk to them, start a conversation with them, and speak to them about their day, and that can make a big difference to people. He recounted to us that interacting with people as people, rather than fans, was wonderful. It can lift their spirits and he said helping them is a big privilege.

Lowrie said the international nature of the community is fantastic to see, with people meeting each other online, making friends, and even falling in love. The connection people have without even meeting each other makes him very happy and optimistic. Thanks to his globetrotting, Lowrie has met fans from all corners of the globe and thinks the further away from home he goes, the cooler it all becomes.

We also spoke to him about voice acting in general, when auditioning for video games, Lowrie is often given a few lines of biography for a character, sometimes a short description or an animation. Lowrie was told “sniper Australian campaign hat” and they were thinking about making him Australian. Lowrie told us he sent a few different accents as well but Valve evidently decided on Australian in the end. This, as a result, gave the world iconic moments like Sniper talking to his disapproving dad, which Lowrie said he found hilarious.

With voice acting, you don't see the other person; Lowrie said if anyone else was doing good work he never saw it, as they were doing it separately. Instead, he was more influenced by his time in the theater as fellow actors would watch and work alongside each other for 48 hours a week. Lowrie finds Mark Hamilton Wright, Bob Morresy, and of course, his wife, Ellen McLain as his influences when acting.

Art by shroom'd



We asked if specifically studying theater would help aspiring voice actors. He told us any acting experience is important, and acting in theater allows you to gain that chance to watch other actors. He stressed to us that any acting is still acting, and to not box yourself in. Be available for any gigs and all opportunities, as it allows you the chance to improve your craft and to be paid for doing something you want to do.

Lowrie told us that aspiring voice actors shouldn't cast themselves and shouldn't tell themselves that they have the wrong kind of voice or won't make it. There are plenty of people that will reject you, so you shouldn't reject yourself. Put yourself out there, do auditions and a demo tape. He told us that you shouldn't listen to anyone who says you have no skill unless they're someone who can teach you and give you those skills. There is no wrong voice for voice acting.

For a more jovial final question, we did ask him what the ideal camping spot for Sniper would be. Lowrie said the Canyon Lands National Park in Utah; which this writer thinks is a peaceful end to this interview.

Art by lizziefj



*(Which, in turn, leads this editor to want to send this article's team on an all-expenses paid trip to said camping spot! On Table's dime, course.)
(And this layout artist agrees- as long as we make s'mores.)*

Ooog

Ooog was once cold.
Ooog was awfully bold.

Ooog had himself a lovely new hat.
Ooog's lovely hat was awfully flat.

Ooog's friends said such mean things to him:

Incomprehensible monkey noises* "POOR" *Slack-jawed laughing

"IRISH"

Ooog, now upset, grabbed his hat by the brim.

Ooog stood by the warm, roaring fire.
Ooog threw the hat in, doomed to be pyre.

Ooog, however, was surprised by the result.
Ooog pulled out a hat of no insult.

Ooog put hat on Cavebackpack.
Ooog no longer caught any flack.

Ooog now invents particles of all kinds.
Ooog wants you to join and make unusual new designs!



INCOMING TRANSMISSION

I have a message for you coming straight from the future of 3007: a future where reading was put down like a dog and we finally just communicate through particle effects! (You are currently only reading due to inability for your browser to support future particle effect extensions.)

I am Zooog, long descendant of Ooog, and we have proudly kept making unusual effects in the family.
Though I must tell you that we have long surpassed the mere and modest styles of lighting a hat on fire!

In the future, we use all sorts of devices! Particle accelerators, particle incubators, particle vaporizers,
particle revitalizers, and even particle decelerators!

We have sent particles through decades of time just to compliment some emperor's bronze crown. Sure, that gave him a god complex and he believed in a non-existent and bloodthirsty sun-god, but little does he know that the effect we gave him was Massed Robo-Flies.
That crown wouldn't even be worth ten keys in our advanced-still-Mann-Company-controlled economy!

Point is, this isn't great-great-great-great-great-grandfather's Particle Mayhem.
We want you to go beyond the basics of a piece of fabric on fire, we want you to go beyond time and space!

Give us particles that were redshifted! Give us particles that that were blueshifted! Give us particles that dare live in the 25th hour and the 0th hour! Give us particles that have seen the day they die and the day they were born!

Beyond time and space is not a creative push, but truly the only way to go from here!

WELCOME TO

Particle Mayhem

IT'S TIME FOR TESTING

DETAILS, MECHANICS AND SHENANIGANS CAN BE FOUND AT
particle-mayhem-2.tf2maps.net

HOSTED BY



TF2MAPS

PORTER UN CHAPEAU

POSTER BY DARKSHAD

MANN

COSMETIC SET OF THE MONTH

**MACHO
MANN**

LAW

BUSHMAN



PORTER UN CHAPEAU

PORTER UN CHAPEAU DARKSHAD

MANN

COSMETIC SET OF THE MONTH

**CONCEALED
CONVICT**

**CLASSIC
CRIMINAL**



PLAN

By Carolyn Bao bao



HA HA!

* Kvit z *

HO HO!



wow.

B)



HEAVY  DEMOMAN
HEAVY  MEDIC





LOVE, HATE and Loathe



THE ENGINEER



WRITTEN BY :	EDITED BY :	ILLUSTRATED BY :	FORMATTED/ILLUSTRATED BY :
YEEHAW88	MERCSVA	ALTO ARCADE	CONSULTING BURRITO



So there I was, sitting at the staff meeting when TableCroissants turns to me from his big mafia boss chair and says, "What are you writing about for **LOVE, HATE, AND LOATHE** this month?"

As I inhale the cigar puffs from his comically large Cuban cigar, I say, "Don Croissants, I bring you a choice of **DEMOKNIGHT** or **ENGINEER**."

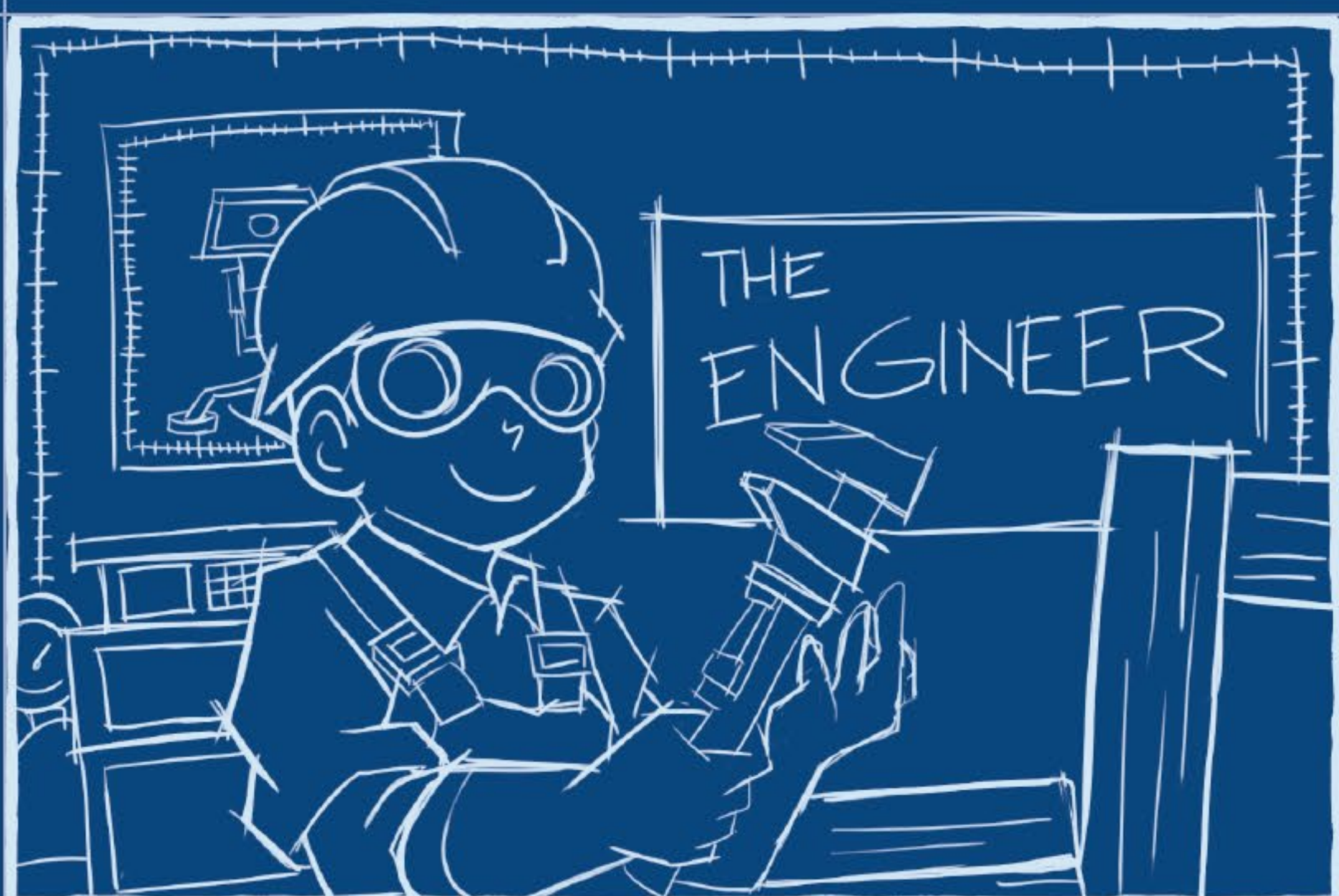
"**DEMOKNIGHT**. Well, I am beat. Meeting adjourned."



As Don Croissants leaves our shady back alley monthly meeting in an Olive Garden, fellow made MANN, Alto Arcade looks at me with her deranged stare and says, "Talk about **ENGINEER**. I want to draw **ENGINEER**."

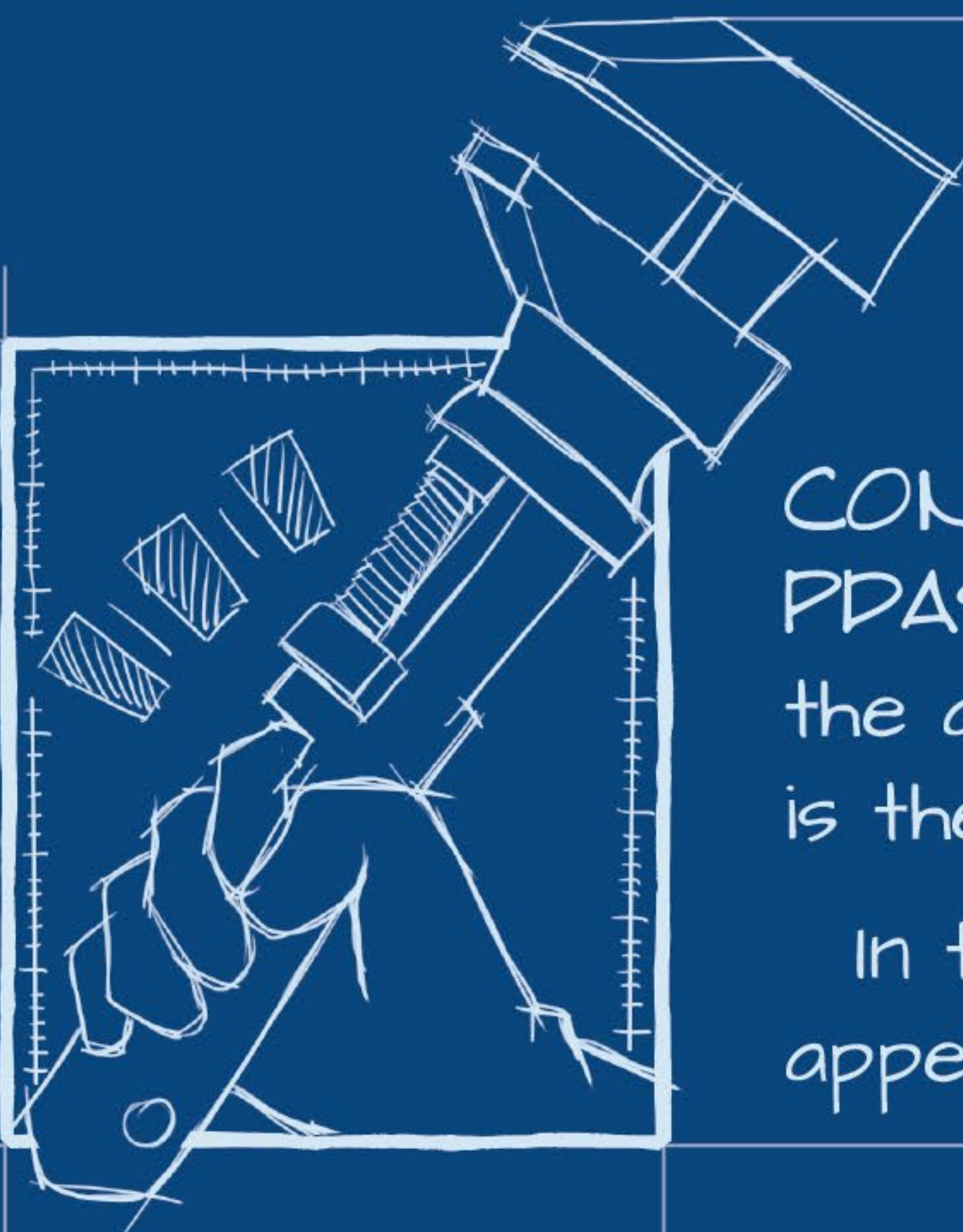


...Now I am not one to deny the Don's orders, but I did accidentally spill a wine glass on his pants so the order to kill me is going to be between now and soon.



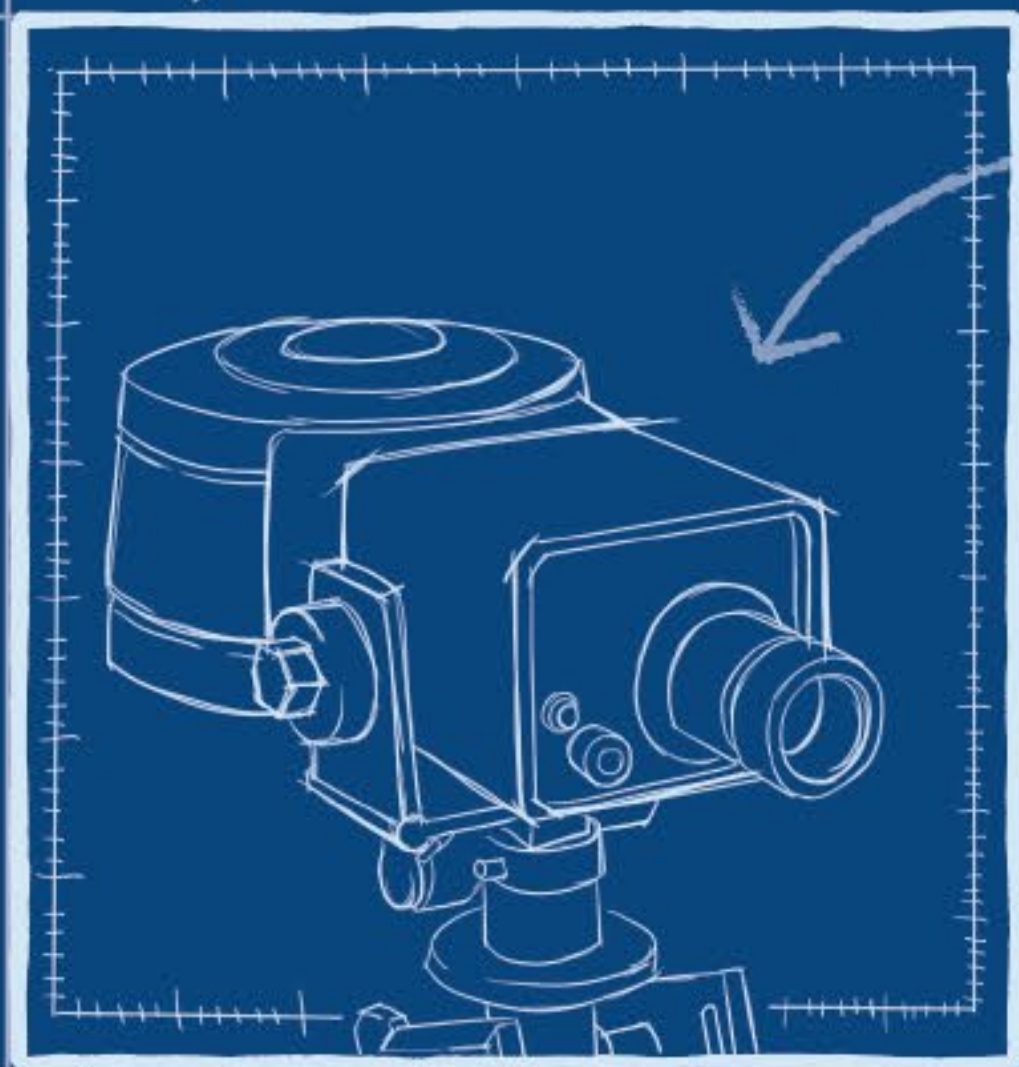
Speaking of the absolute agony that is spilling red wine over beloved pants, I try so hard to love the Engineer. He has a radical visual design, a particular place in lore compared to other mercenaries, the glorious trailer that is **MEET THE ENGINEER**, and a whopping three versions of **MORE GUN!**

Playing the Engineer though? It's okay, I guess.

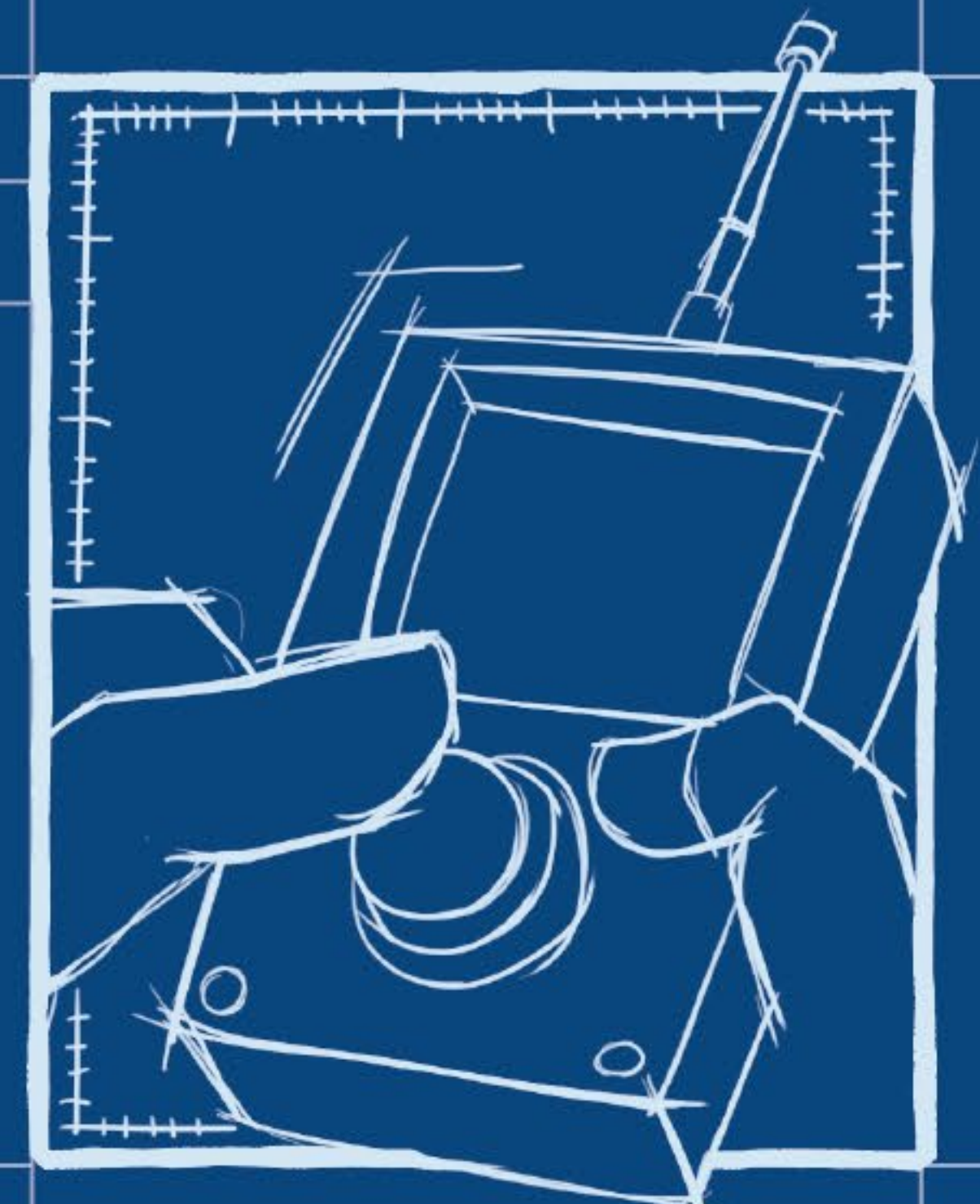


You got your weapon choices of two hand-me-down secondary weapons, your **WRENCH** that serves as your core instrument to anything, and **CONSTRUCTION** and **DESTRUCTION** PDAS. (Fun fact! Engineer simply did not have the ability to move his buildings at launch, which is the only reason the Destruction PDA exists!)

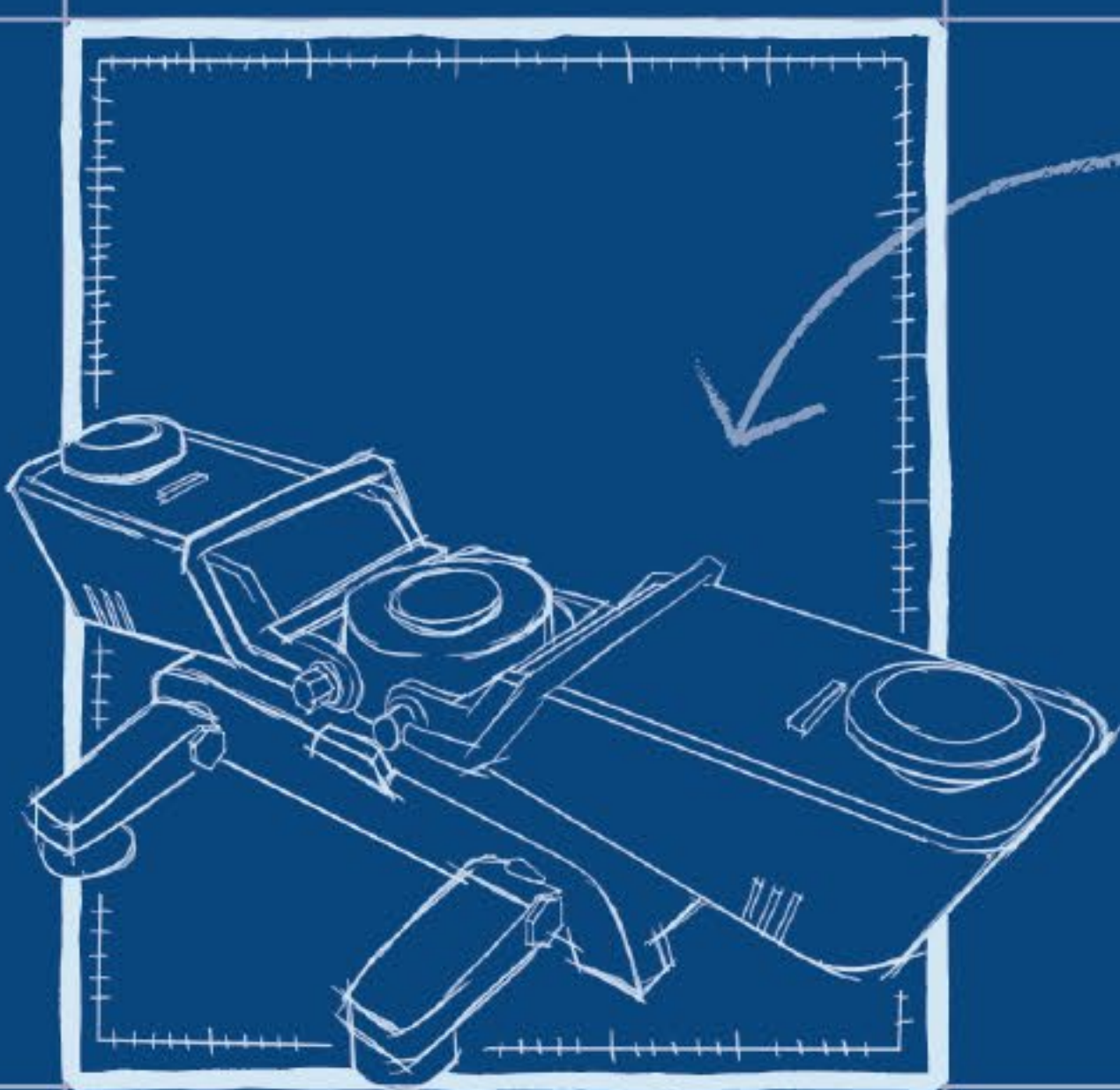
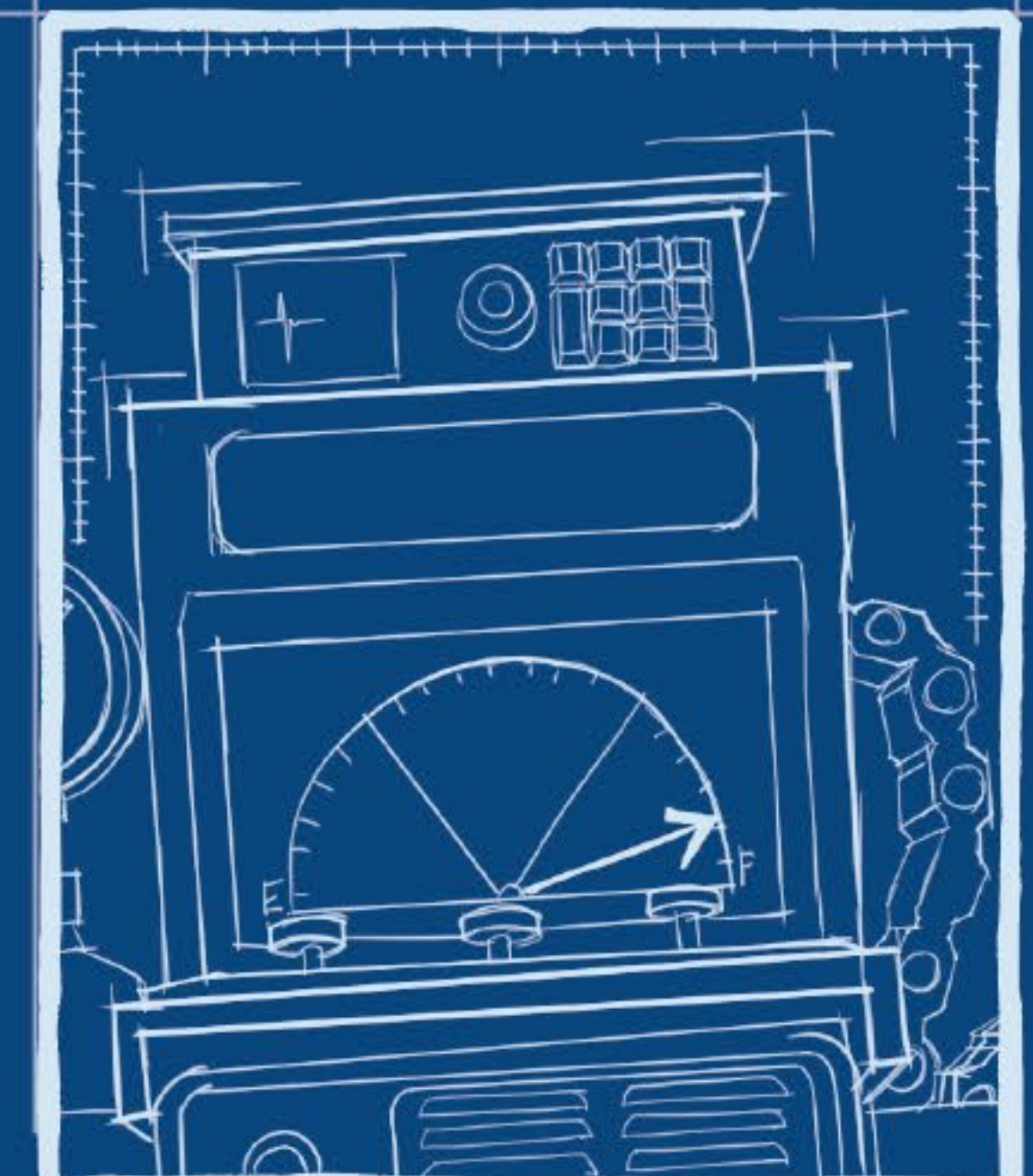
In that goofy Construction PDA lies the main appeal of the class: the buildings.



The **SENTRY GUN**! Mangler of Scouts, enemy of the uncoordinated, and number one reason people switch to Demoman! It defends important angles so your team of seven Spies and one less than four hour Direct Hit Soldier don't have to!



The **DISPENSER**! The only non-Medic source of overtime healing in the entire game that applies in every gamemode! The ammo replenish is a sweet bonus from this little machine, but Engineer will often struggle to maintain good positioning for his Dispenser thanks to the violent team fighting Engineer tiptoes around. Very useful for defensive holds, but not nearly as stable of a lifeline offensively.



TELEPORTERS ENTRANCE AND EXIT! Angel wings for the teams slower classes and or classes that really need to get to the action, though ultimately take too long to be useful offensively or just get ignored by classes with better movement options. (Soldier and Demoman's blast jumping or Scout simply holding "W" for instance.)

If you couldn't tell by my shoehorning in of the word "defense" into each of these descriptions, Engineer is a **DEFENSE** class to a fault. Where the Demoman is a top crop generalist who happens to be in the defense category, the Engineer is a support specialist who is held back by being in the defense category.

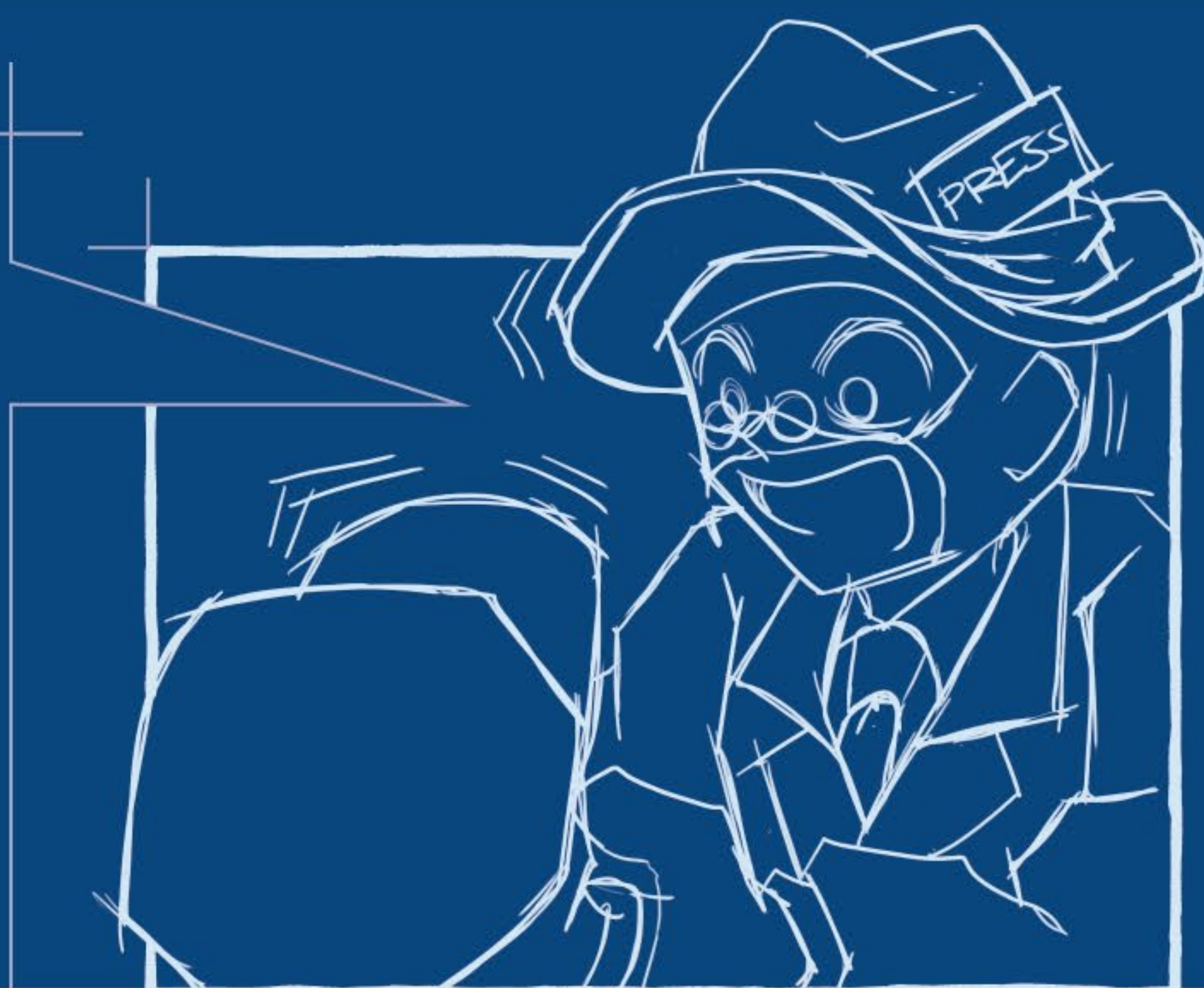




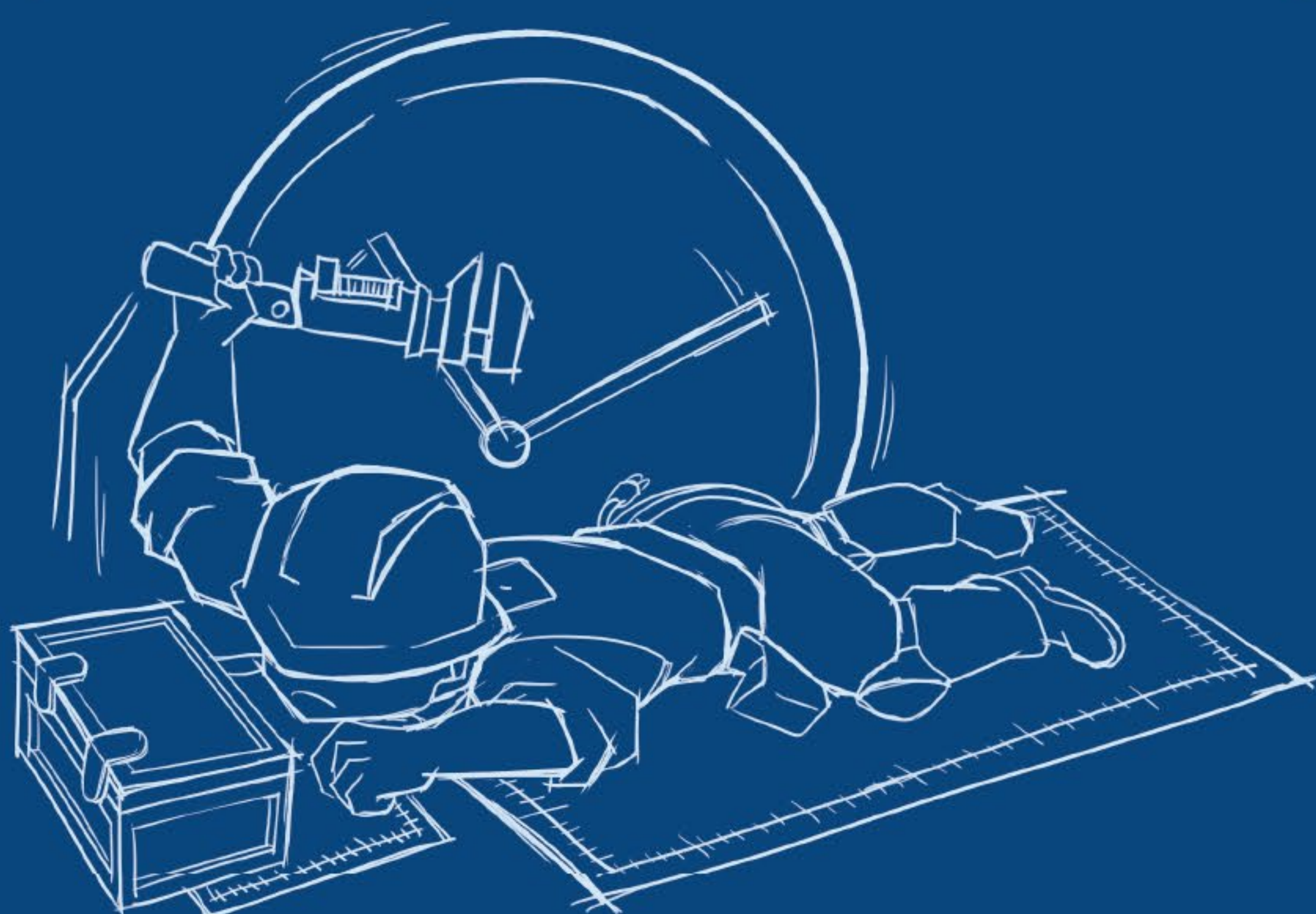
B-B-B-BUT SENTRY GUN FUNNY AND OR ANNOYING TO FIGHT, THEREFORE ENGINEER IS GOOD!

--You say, murmuring your last few words as I slowly slide my fingers into your throat and gently squeeze, I respond with the following:

ANNOYING, YES, GOOD, NOT IN THE SLIGHTEST. PLACE A SENTRY GUN IN A "FUNNY" SPOT AGAINST ANYONE WITH MORE THAN THREE HOURS AND IT WILL BE DESTROYED. PLACE A SENTRY GUN IN A VIABLE SPOT AND, AGAINST ANYONE WITH ENOUGH PAIN TOLERANCE TO PLAY MEDIC, IT WILL BE DESTROYED FASTER THAN YOU BUILT IT.



After dropping your now cold body, I would like to bring us to a much better explanation of what I just said.



It takes the Engineer an ungodly amount of time to build a stable collection of buildings, referred to as a nest. That is, if you aren't being hindered by your teammates needing more ammo or being killed in the process. Engineer spends so much time running in circles for building resources from general ammo kits or respawn: he lacks the ability to partake in actually playing the game.

Now when he finishes building his empire of supportive steel, he gets a tap on his shoulder. Guess who it is!

SPY? Pfft, no! Spy is terrible at effectively doing almost anything!

Instead, it's the Ubered DEMOMAN here for the most soul-crushing twelve seconds of your life!

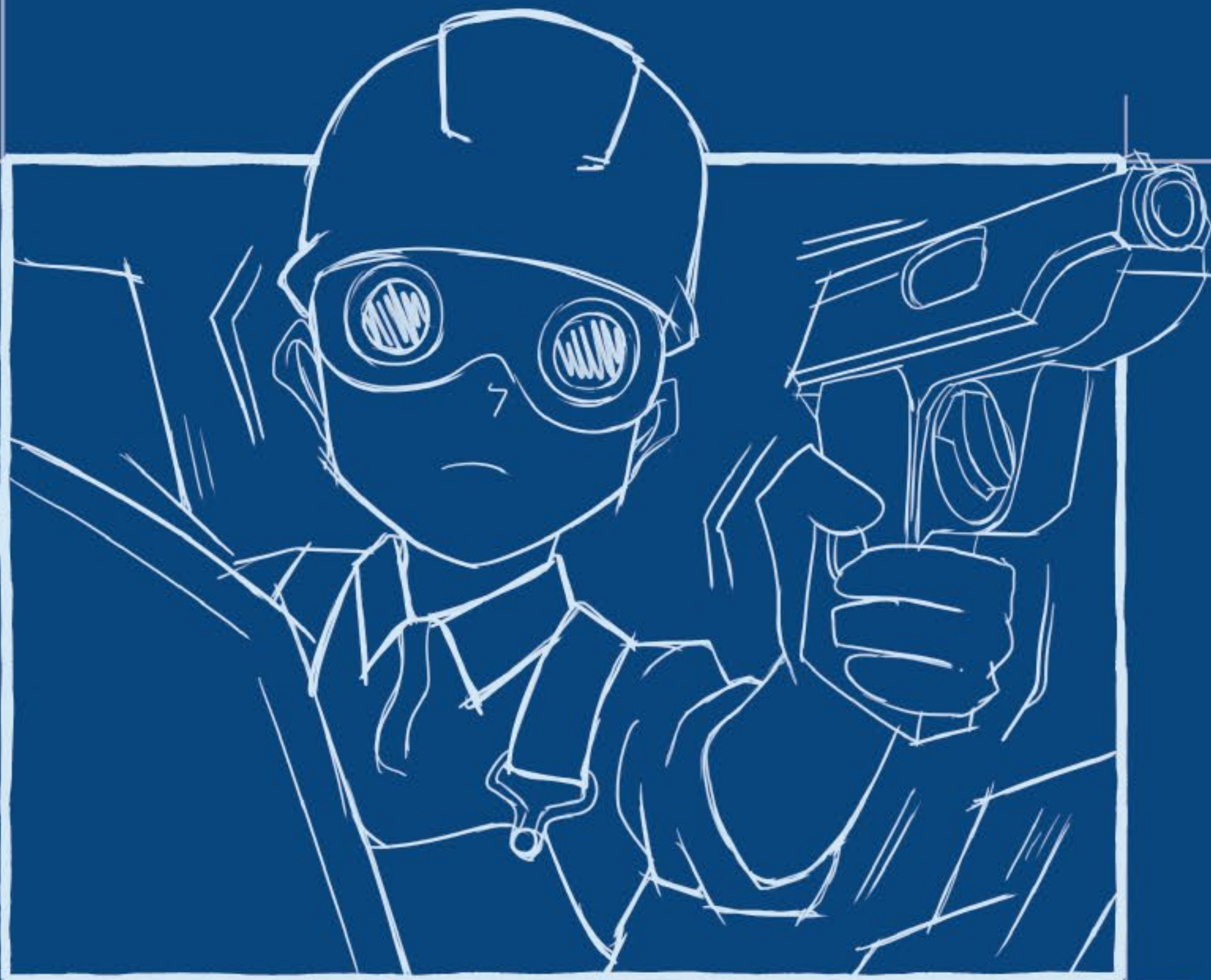
He drops you, your Teleporter exit, the poor unassuming Heavy that just wanted ammo from the Dispenser, the Dispenser, and the Sentry Gun that quarter hits the Demoman but it doesn't matter as it just builds the enemy Medic's Ubercharge right back up.

Reminder, it takes Medic, your hardest counter by virtue of NONE of your tools being able to do ANYTHING, one singular minute to raise hell upon your clicking crops!



Surely, this doesn't happen in every situation the game could feasibly provide players to play in.

Oh wait! It does. Alright wheel, spit out a game mode. Come on, Yeehaw needs this.



ATTACK/DEFEND! This argument is easy!

Engineer will have a surface level edge building a nice nest during set up if he is on the defending team. Upon any inspection with depth, that nest will be eaten within one to two Ubercharges, not counting the mutually advantageous set up the attacking Medic has in spawn. Engineer will then spend the rest of his defense game being too late to defend, caught for having a substandard

nest, and or eaten by another Ubercharge! Most miserable, most abhorrent, most agonizing, and the worst part? That is Engineer in the more ideal situation.

Engineer on the attacking team is an experience most equivalent to when plants prematurely bloom because nature pranked them by being a little bit warmer than usual in the last quarter or so of winter and are subsequently vanquished by an unwelcoming environment.

Defense Engineer has the appeal of set-up time and the jump on ammo packs, offense Engineer gets none of that and the boot to the ass that is dealing with two teams with deployed Ubercharges running at each other. By the time Engineer has something set up, spawns have moved, your older brother has gotten his Master's Degree, and your mother left your father to go marry the Soldier that is crushing the enemy team!

Next game mode please! **VERSUS SAXTON HALE!**

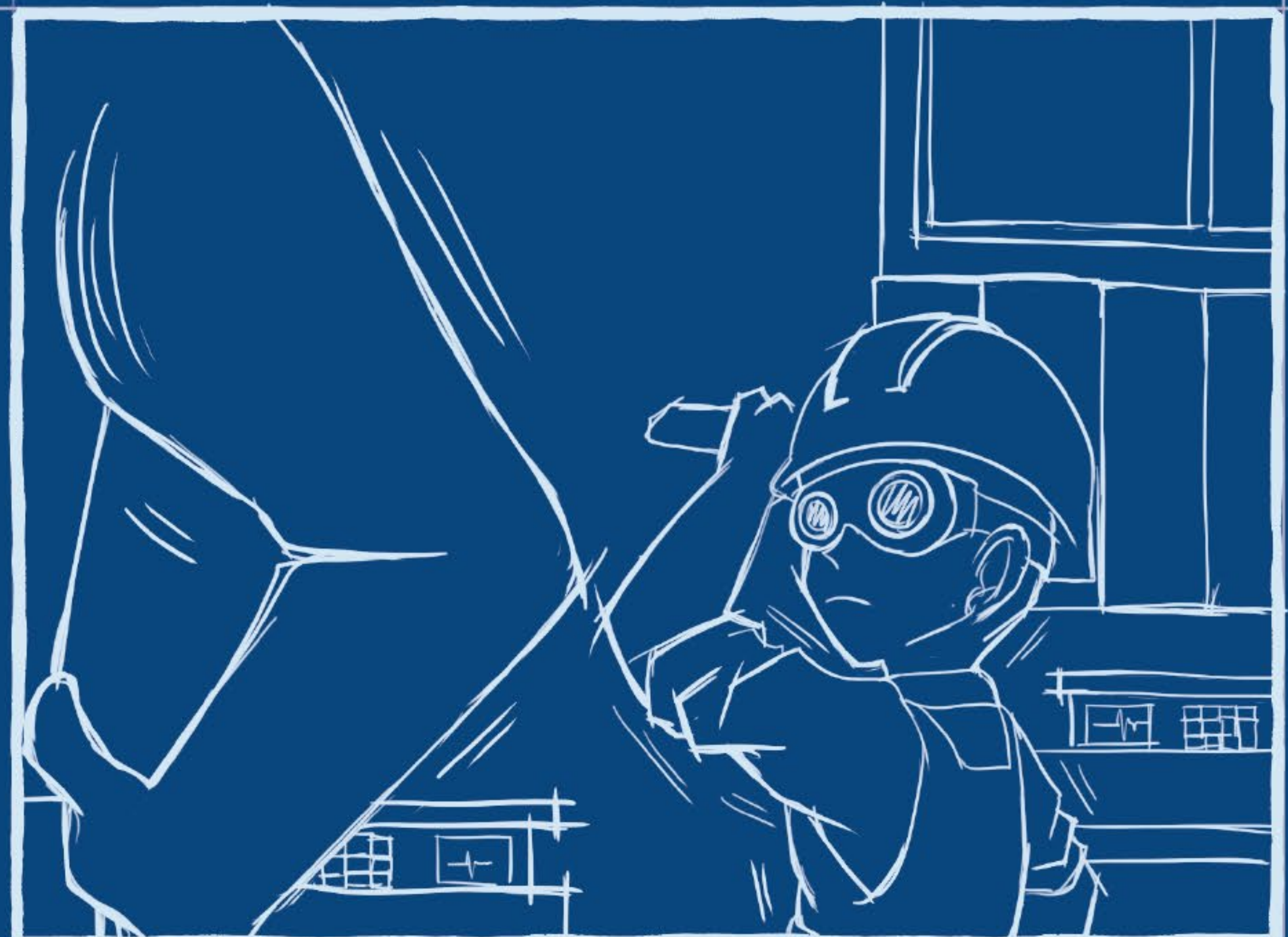
Dear god, a gamemode where Engineer gets a bone thrown at him, and that is for two very important reasons.

Saxton Hale is not Dr. Fritz Ludwig.

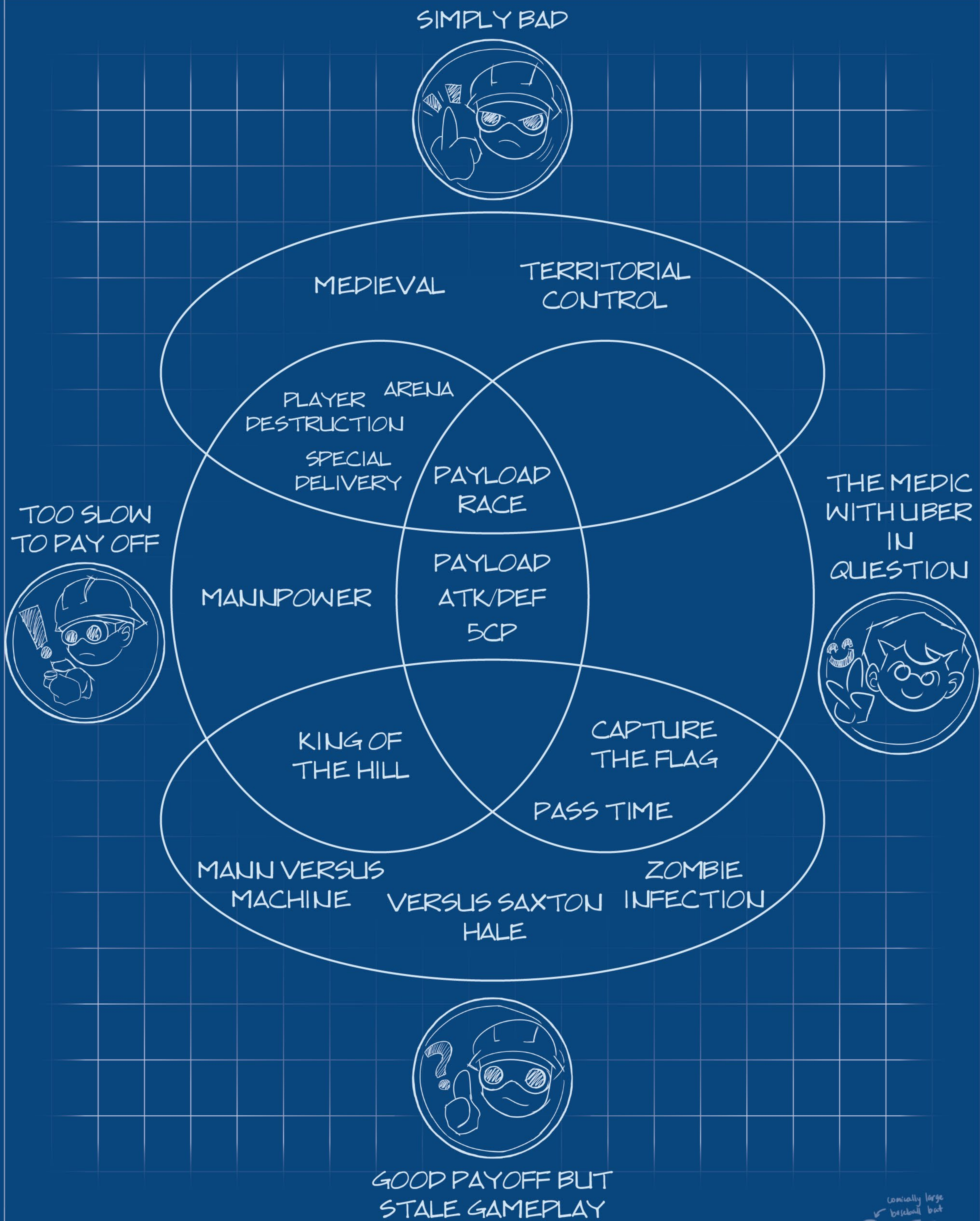
Saxton Hale is not Tavish Finnegan DeGroot.

What Saxton Hale is, however, is the man who is going to annihilate the Engineer on sight because of how powerful Engineer is for the majority of the match. So either Engineer will be sipping a cold one as his team rips Saxton a new one while hiding behind buildings or he will be sitting in spectator the entire round. At least one of those leads to a win where, yes, Engineer did contribute.

Wheel! Feed me more game modes! Territorial Control?! No one plays that, you useless circle! You aren't given a sphere! Wait! Come back, I didn't mean it! Okay, maybe I did, but I still have to explain another century's worth of the same logic!



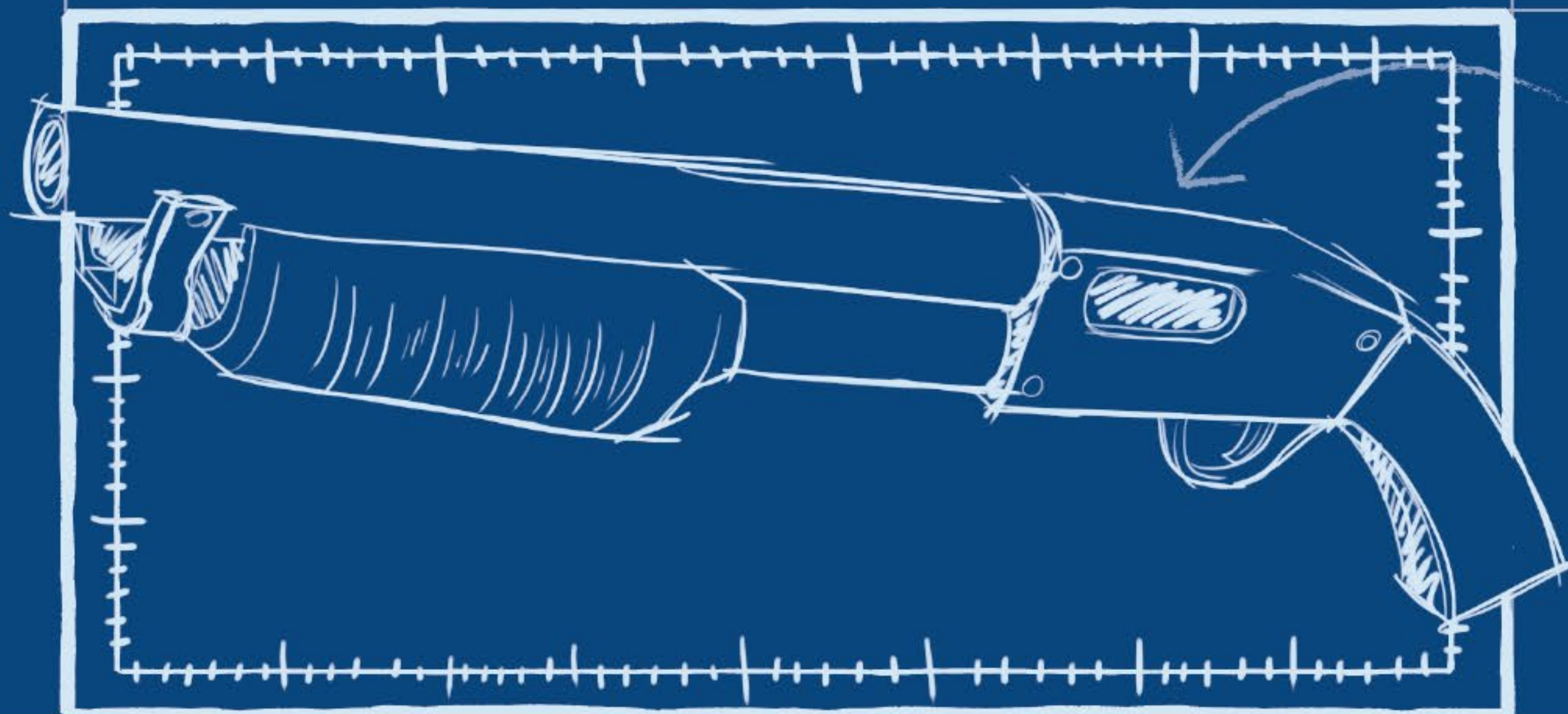
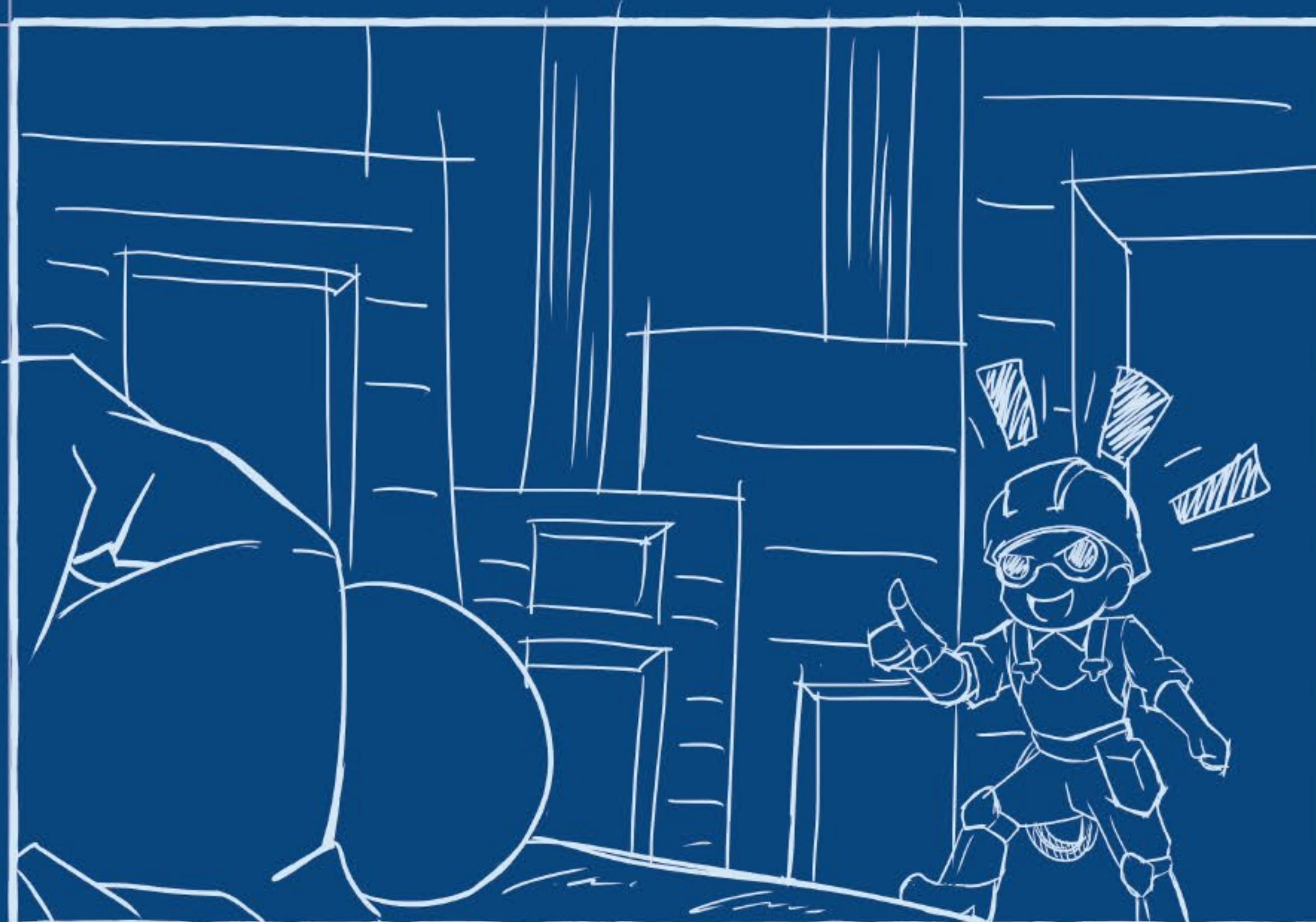
That's it! Logic! Logic is something businessmen use! Businessmen make charts! Charts alleviate the need for me to ramble for seven more pages about the same thing! Behold! This icky looking mess I made to prevent Alto from having to illustrate four million pages! (You are welcome, bestie!)



Essentially, Engineer no move fast and Ubered Combos eat his a--



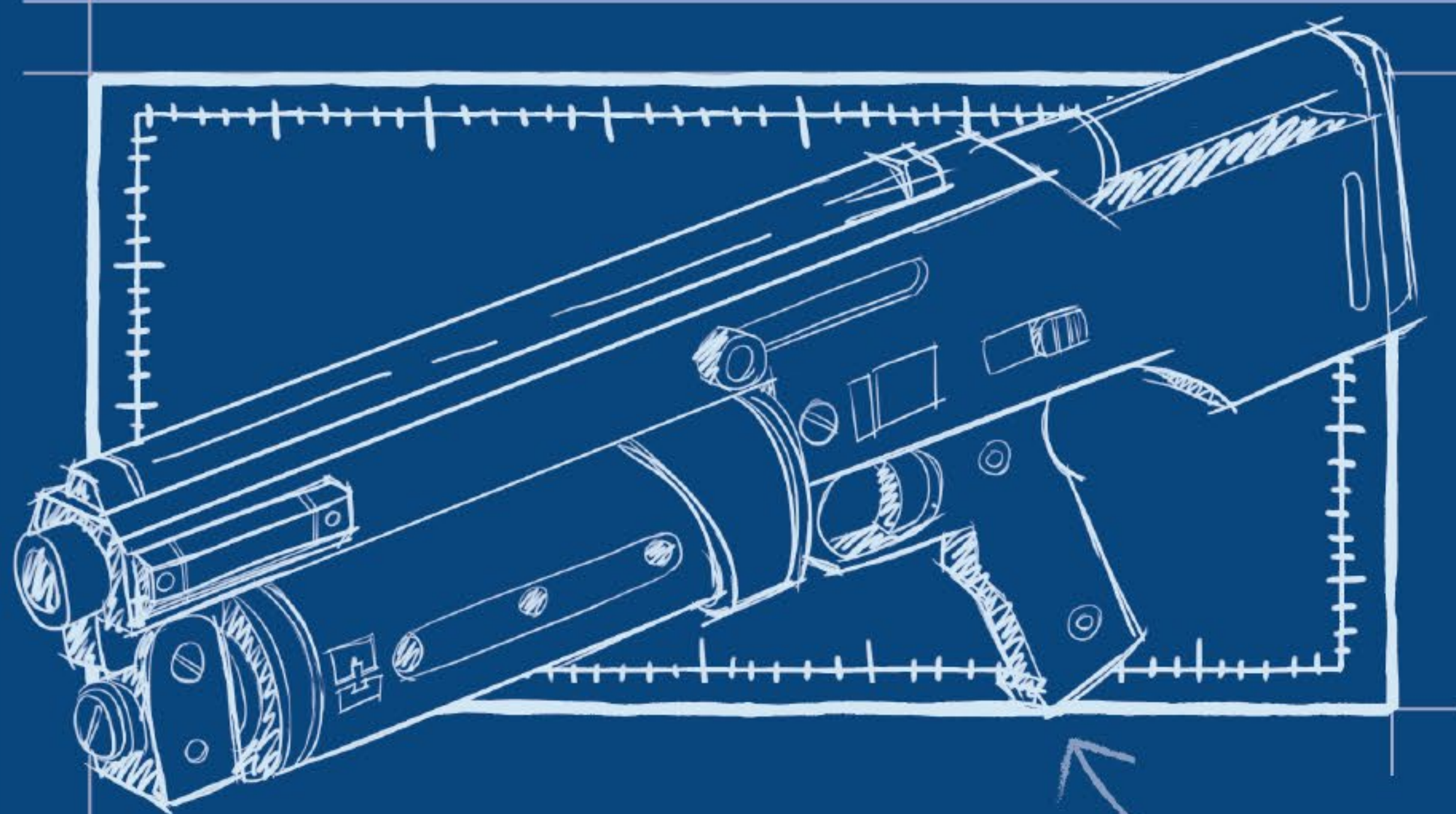
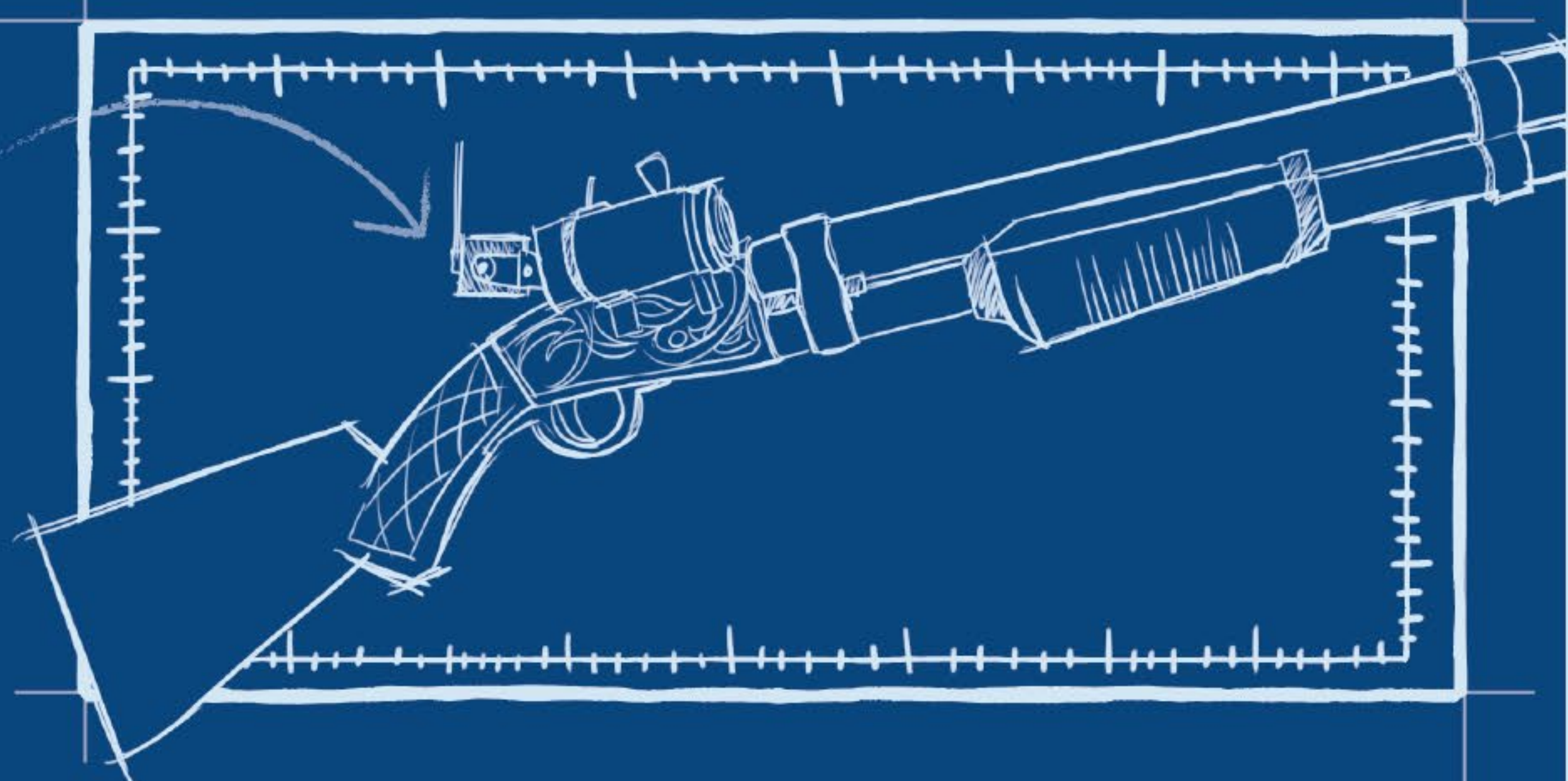
Moving away from the battlegrounds, let's check up on those alternative bang bang shooty devices Engineer has. It has been more than drawn out that Engineer is no A-lister compared to Demoman in terms of gameplay, but he has to have something that makes the class more than just scraps and scrap metal?



The stock **SHOTGUN** is as good as it is on everyone else who can use it, except you pray to it marginally more because you don't have a Flamethrower, Minigun, or Rocket Launcher to hide behind. It gets the job done and you die if you can't kill the guy in the six shots you had.

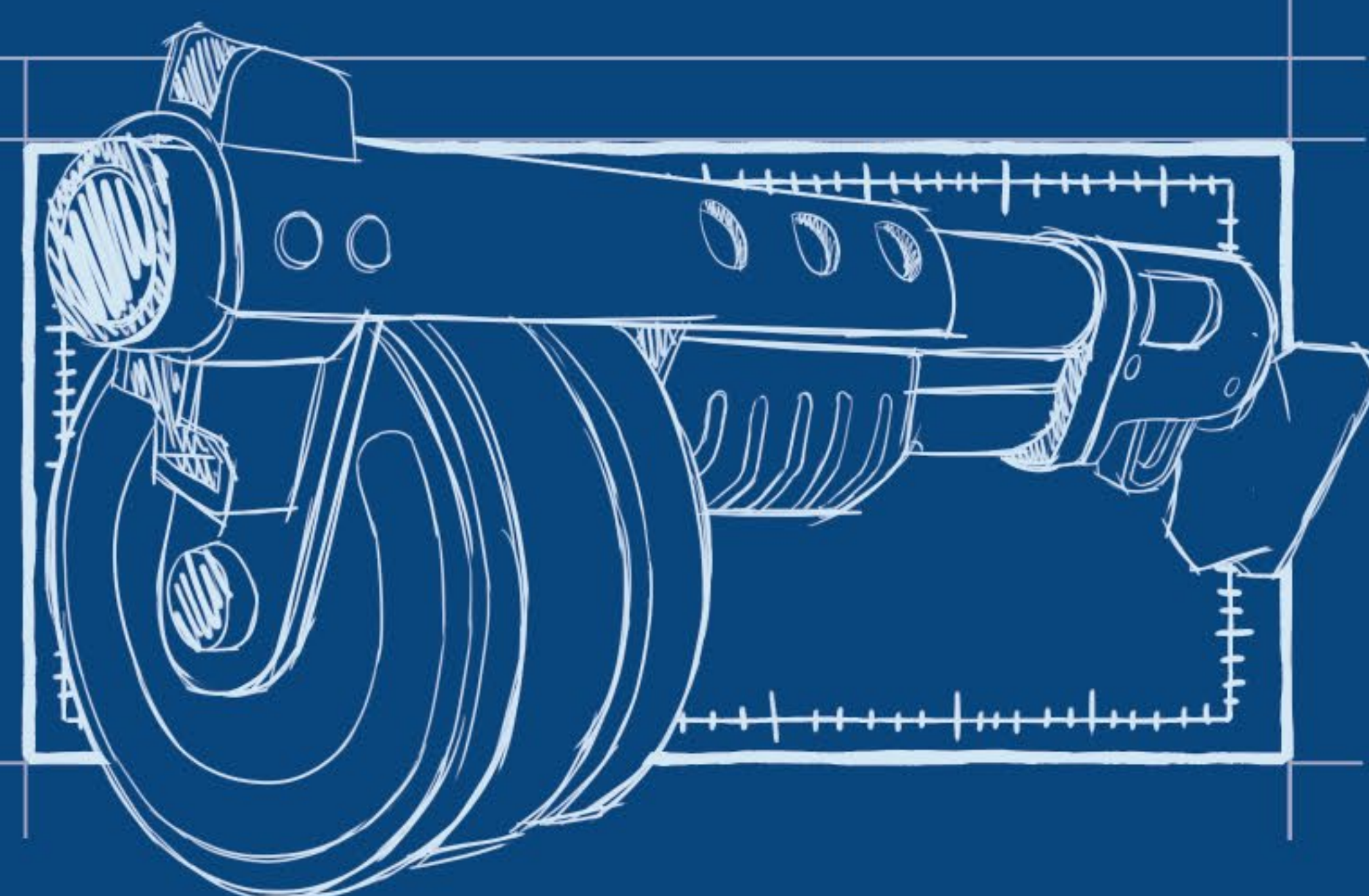
It then gets so much messier in mere seconds.

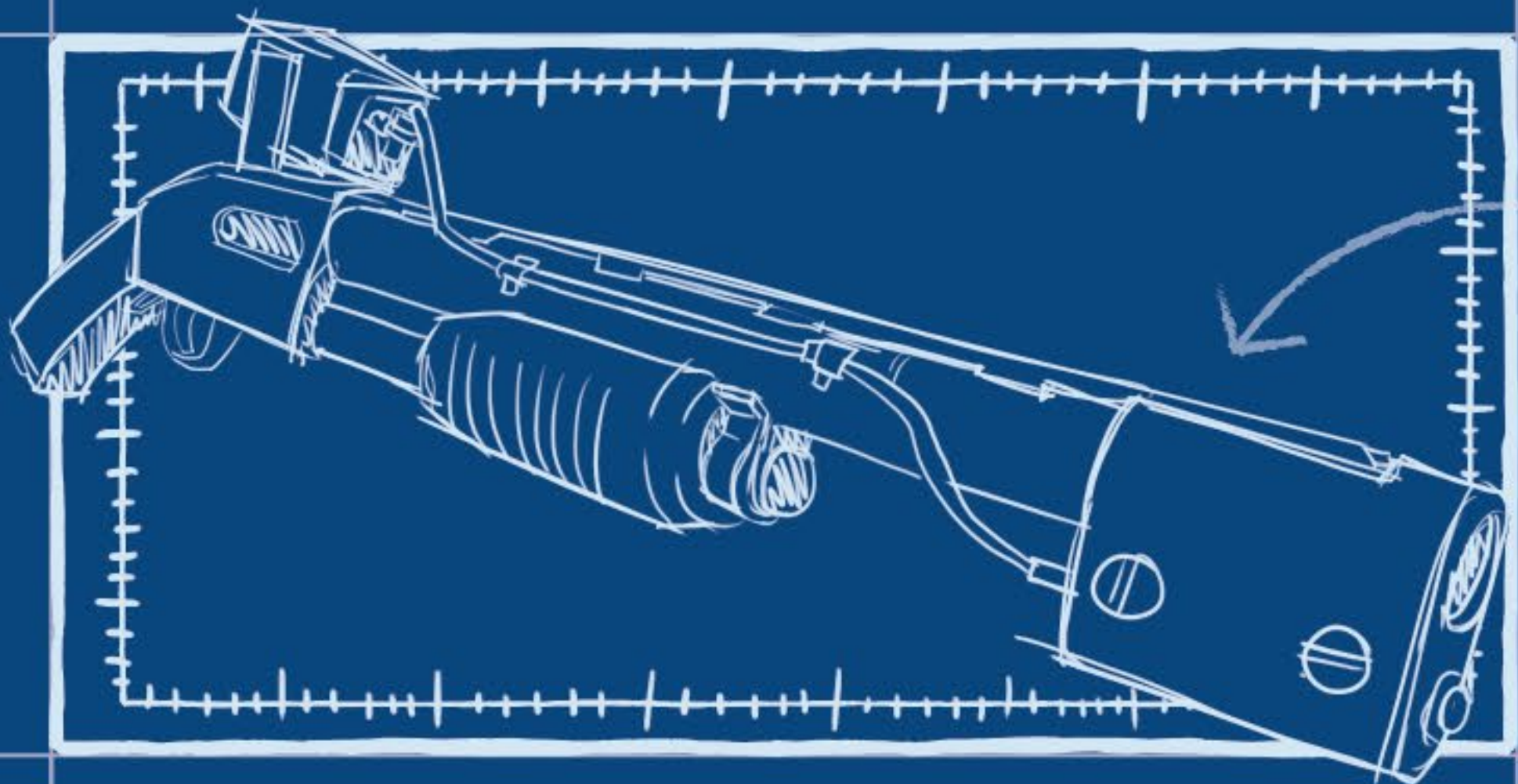
The **FRONTIER JUSTICE** rewards you for having a productive Sentry Gun by giving you revenge crits when it inevitably falls. A fun punchy playstyle, but this weapon has no value against your direct and constantly relevant counter, unless you go on a suicide mission before you are ripped into eighths by Uber. This weapon would be better if Engineer had an alternative that made him more aggressive and not bound to a resource dump that is a level three Sentry Gun.



The **WIDOWMAKER** rewards you for solid aim with the infinite risk/return game of metal back on hit but requiring metal to fire. An equally fun and punchy playstyle, but this weapon would be better if Engineer had an alternative that made him more aggressive and not bound to a resource dump that is a level three Sentry Gun.

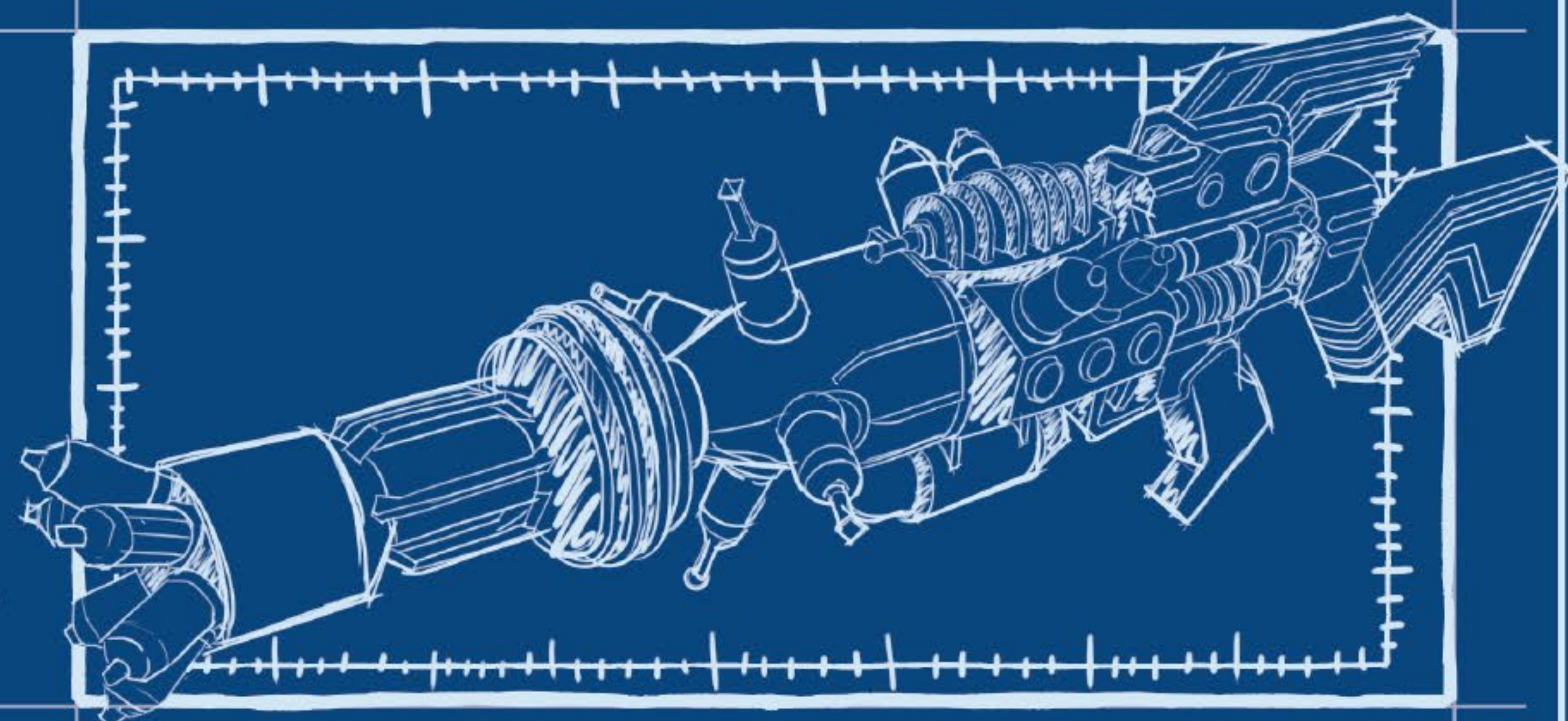
The **PANIC ATTACK** is for people too bad to use the Shotgun.





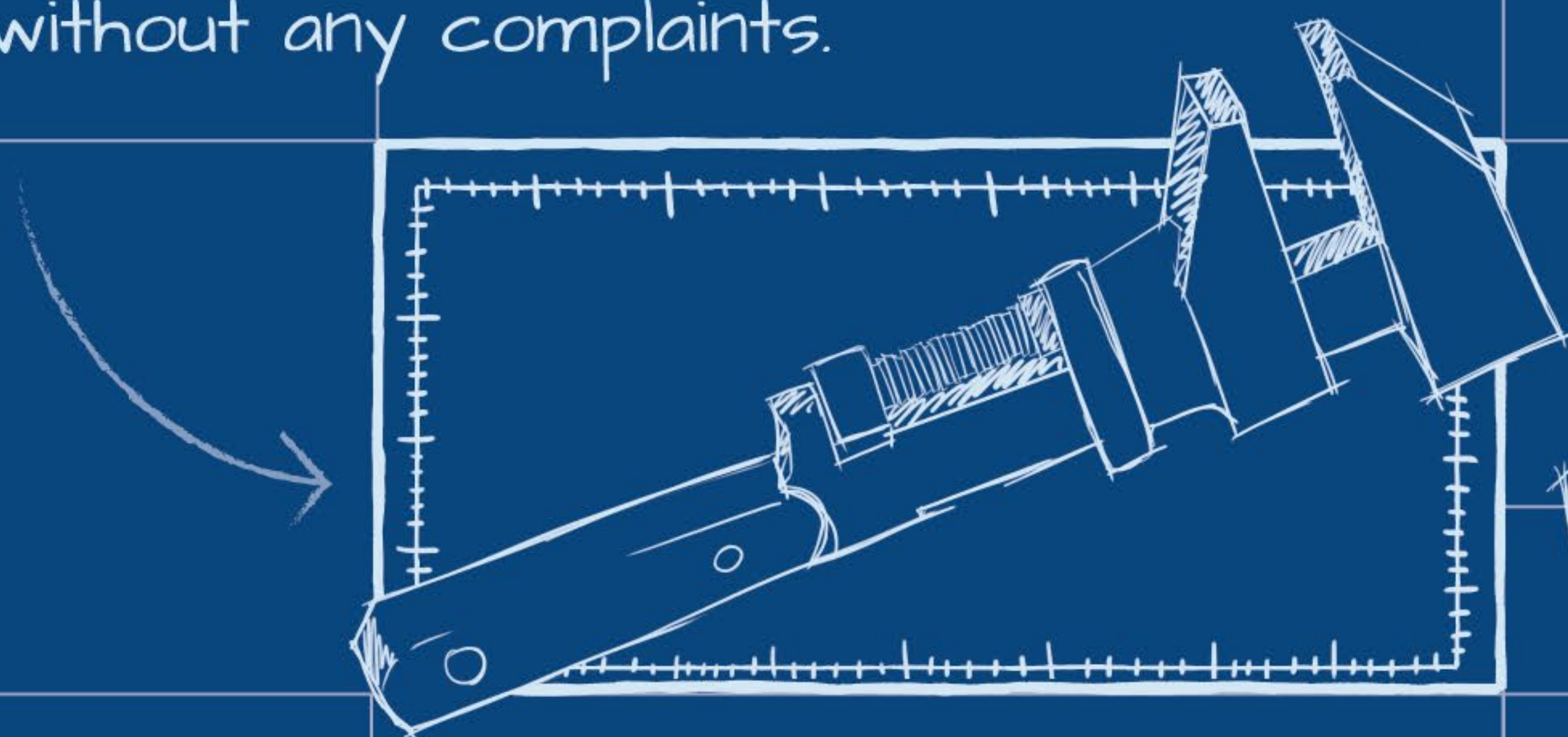
The RESCUE RANGER isn't for people who are bad at Engineer anymore as it doesn't repair buildings for free anymore. Instead, it's just bad.

The POMSON 6000 is a cruel joke and was nearly the first time I actually swore in one of these articles.

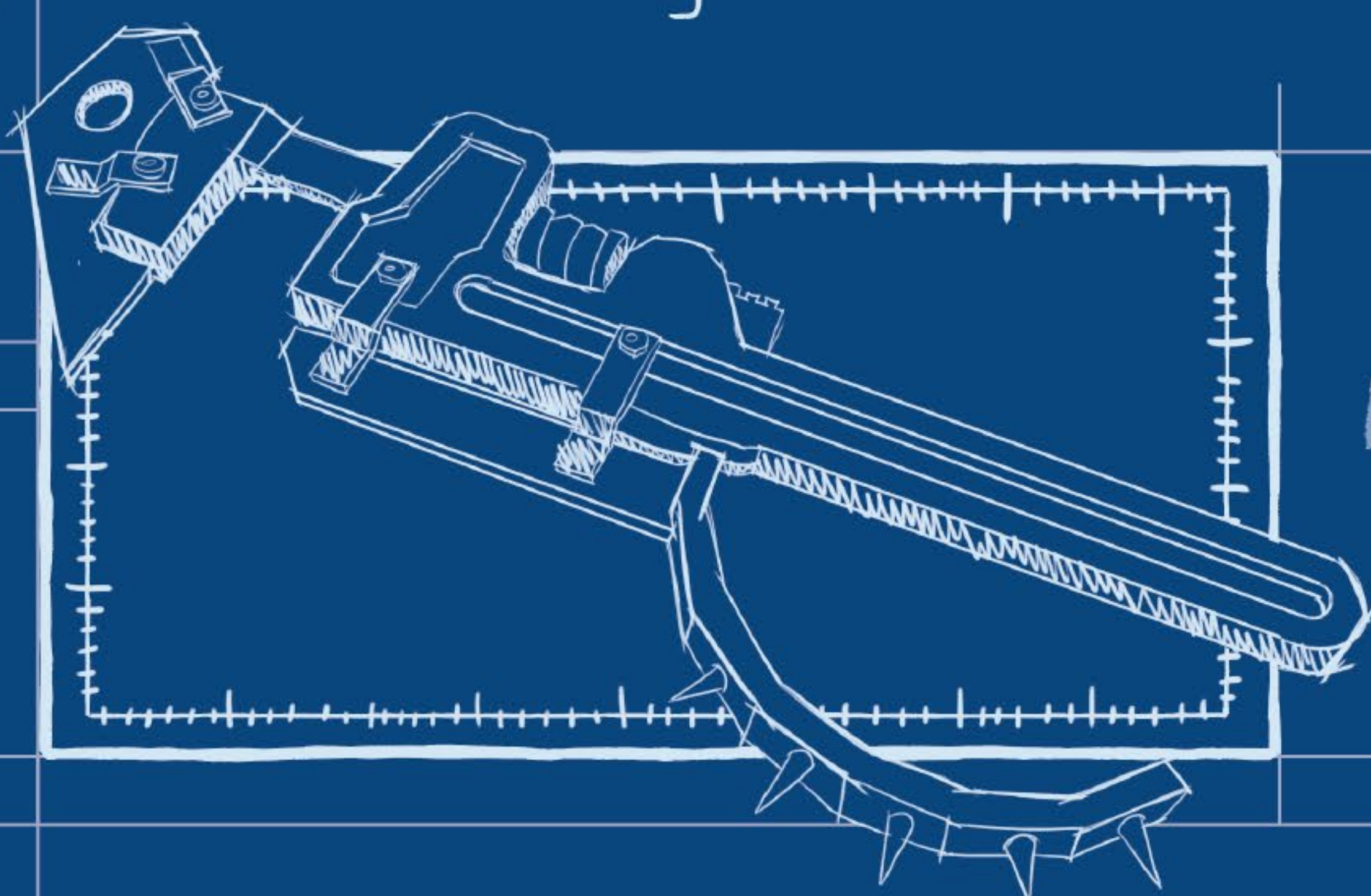


Now normally, we'd jump to secondaries, but there are two tumors in there that make me smell the sound of yellow, and I keep alluding to one of Engineer's melees.

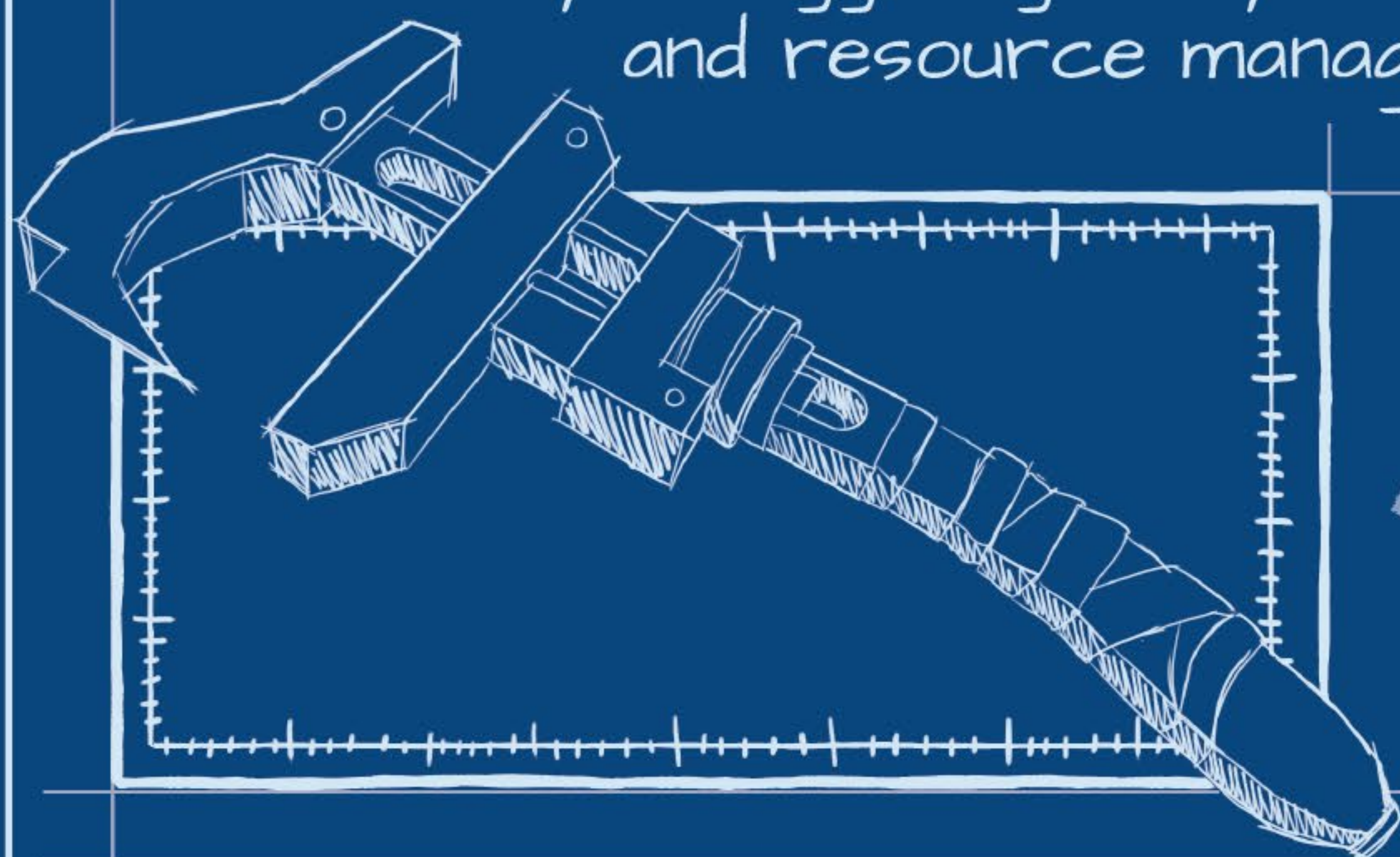
The WRENCH gets the job done without any complaints.



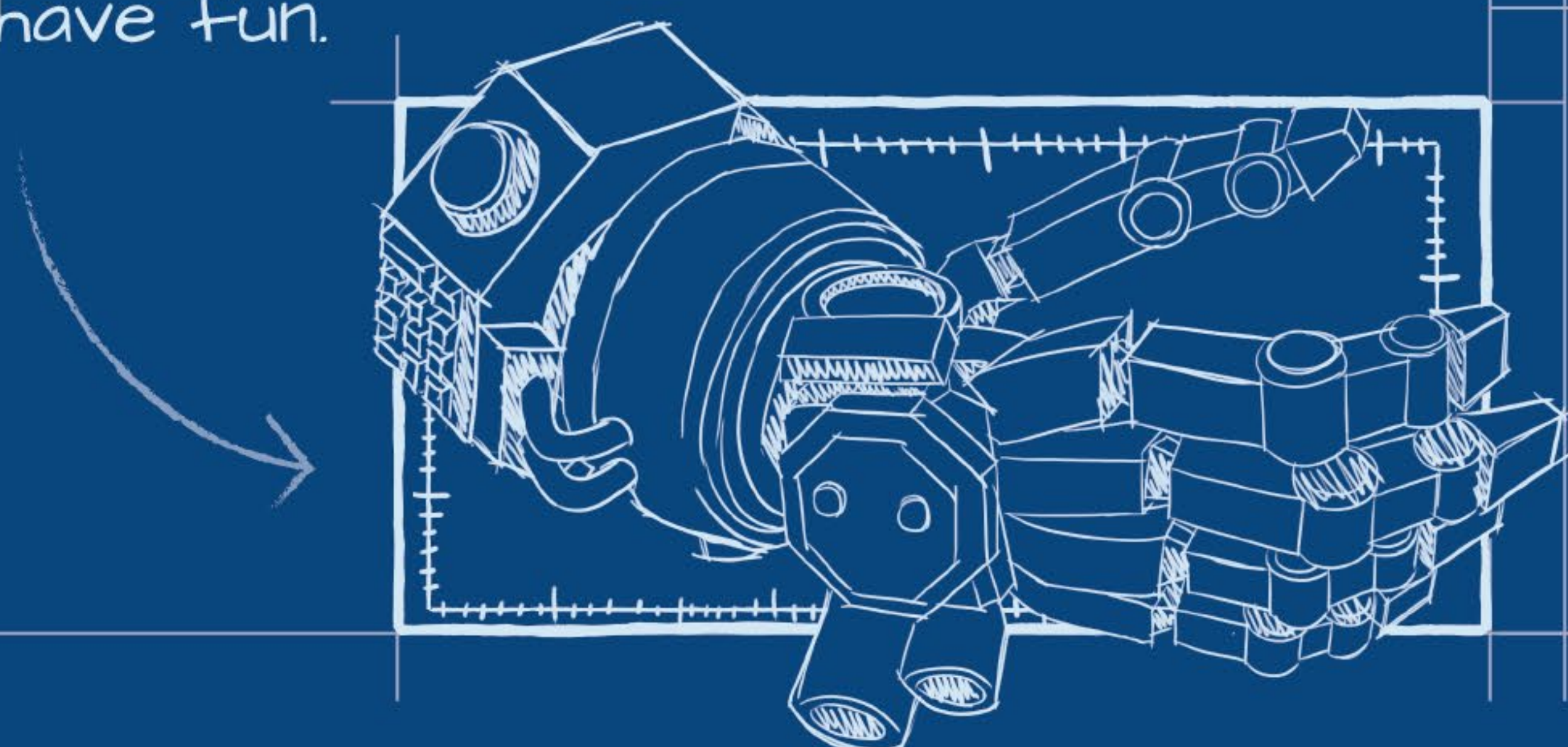
The SOUTHERN HOSPITALITY's bleed is less productive than actually shooting Spies with your gun and makes you willing enter interpolation backstab range.



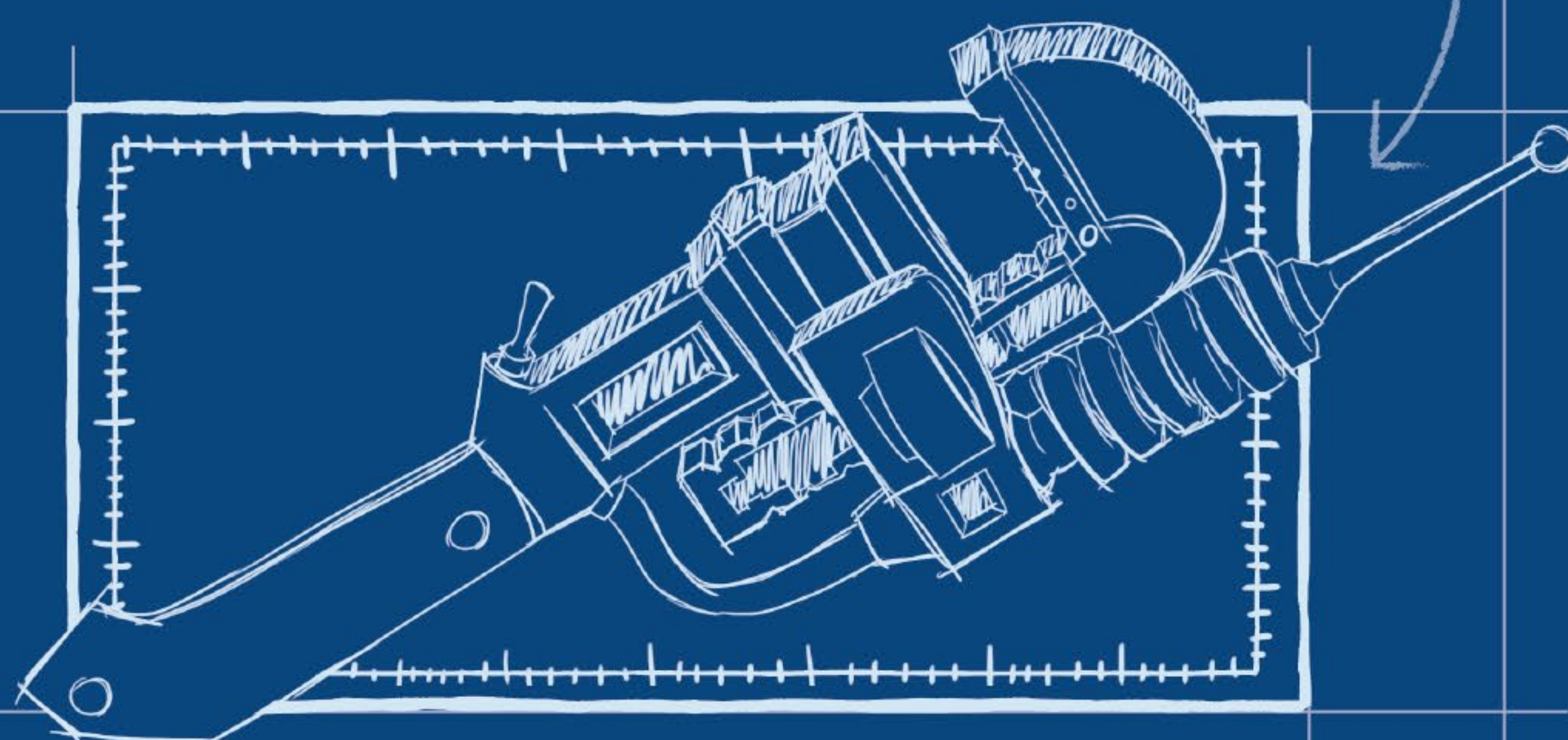
The JAG's stats feel so inefficient for a full match on a class that already struggles greatly with time and resource management.



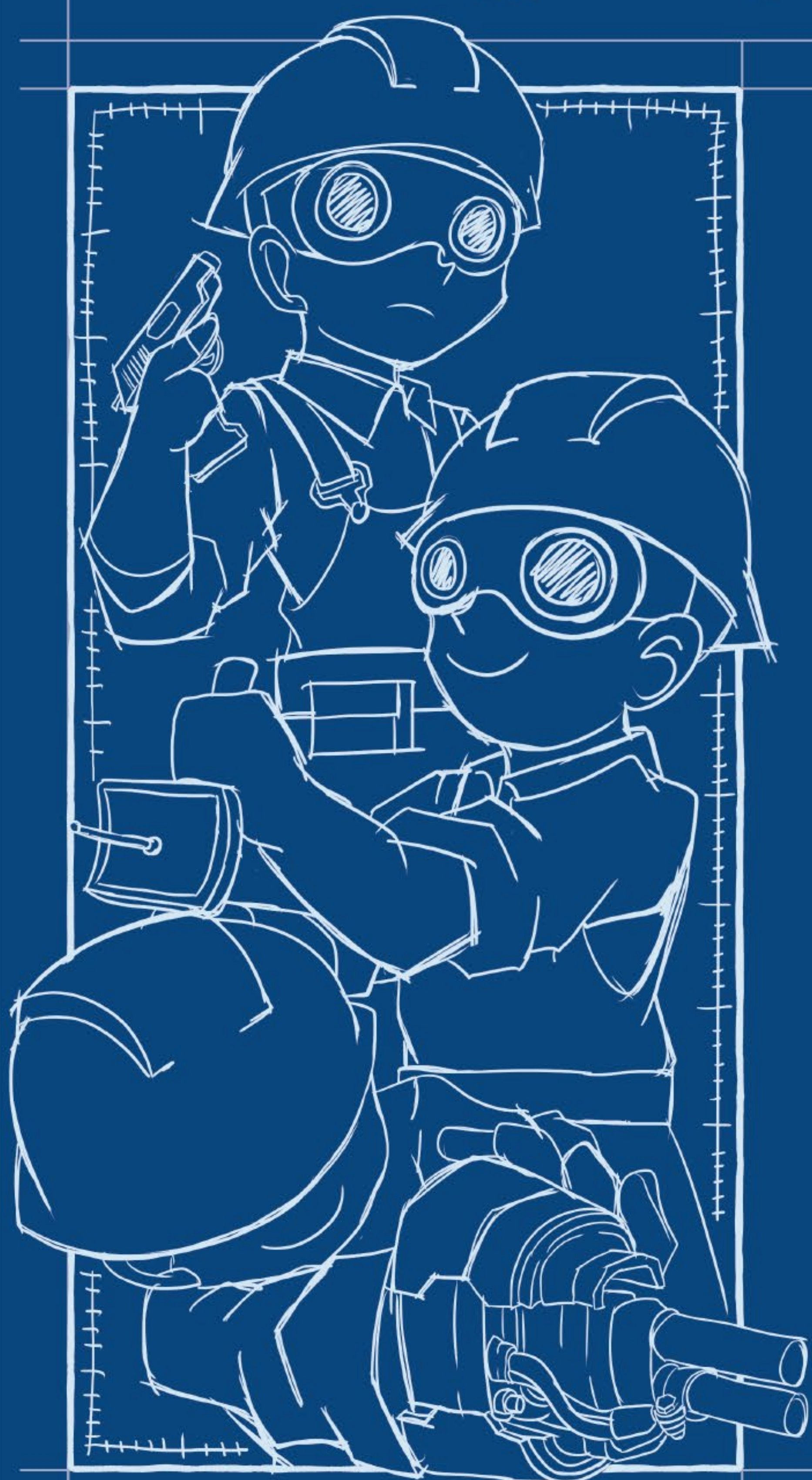
The GUNSLINGER is for people with divorced parents who want to have fun.



The EUREKA EFFECT is for people who think "Ninjainengineering" was the funniest part of 2014 Team Fortress 2 content. (It's pretty bad. A tragedy, as this is Engineer's only weapon set, (Dr. Grordbort's Brainiac Pack,) and it's comprised of a bad wrench and worse gun!)



The angel on my shoulder tells me that the Gunslinger is a good thing as it invites Engineer to actually partake in teamfights, as he has more health and a better build speed to support the team. The devil on my shoulder is yelling at me to call the Mini-Sentry Gun a collection of words and unintelligible screeches that would cancel any and all future MANN Magazine collaborations. He gets his crawl-speed gameplay stripped of him while still being a support-centric character and he gets to use all of his much more aggressive guns without the ball and chain of a normal Sentry Gun.



He can make it to point, build decently useful tools, and build them back up without having to spend the rest of the match doing nothing but building! It sounds oh so good, but I will be damned if Mini-Sentry Guns aren't some of the most frustrating non-Sniper related means to die. While being at only 100 health, very vulnerable to Demoman's pipe grenades, trying to fight a small target with random bullet spread is like grabbing the last Pringle at the bottom of the can! You will get that Pringle, eventually.

Even with the Gunslinger equipped, making Engineer an actual team member, the question remains: Why play Engineer if the only way he is fun, for those without a tolerance for the long slog and short ride to ruin, is to slap Mini-Sentries down like there is no tomorrow while being the fastest hand in the Badlands with your seven Revenge crits or infinite supply of metal, when you could just play Scout, or even roamer Soldier?

The answer is simple: if you want to play a sincere support character...

...your choices are this guy...



...or the German huffing his Kritzkrieg in the corner.

Compared to Medic, most days I will willingly run around and slap down Mini-Sentries to help push. I will build a level three Sentry to hold that tough corner we just won seconds ago. I will be the Engineer!

It's a crying shame that isn't the end of this discussion though. Those two tumors I mentioned? I still have to cover them.



Engineer's secondaries are few in picking and make me sick.

The PISTOL is just Scout's but with extra clips. Engineer uses it the same way Scout does but without any of Scout's speed backing him, in exchange for a pointless, ungodly amount of bullets.

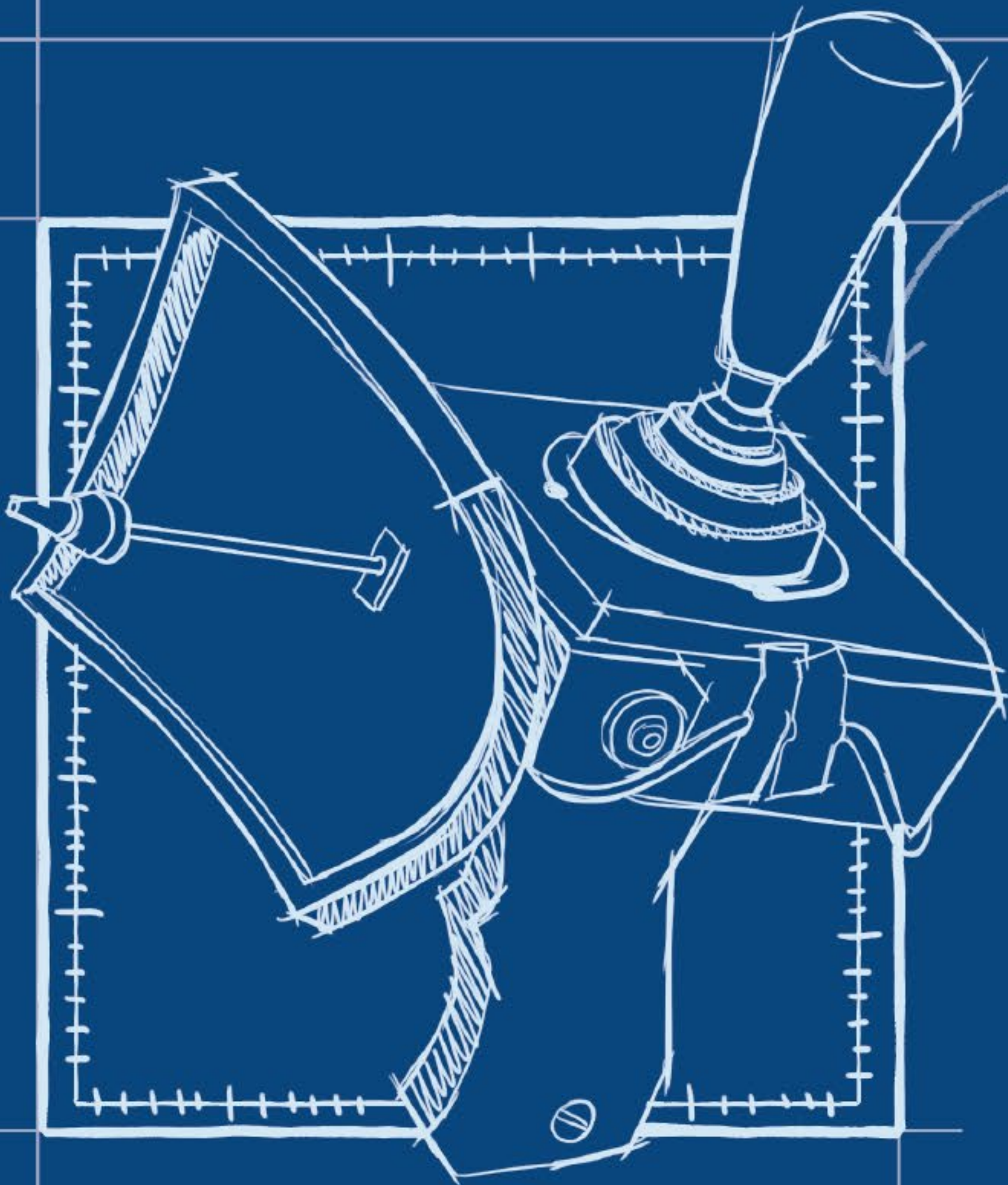
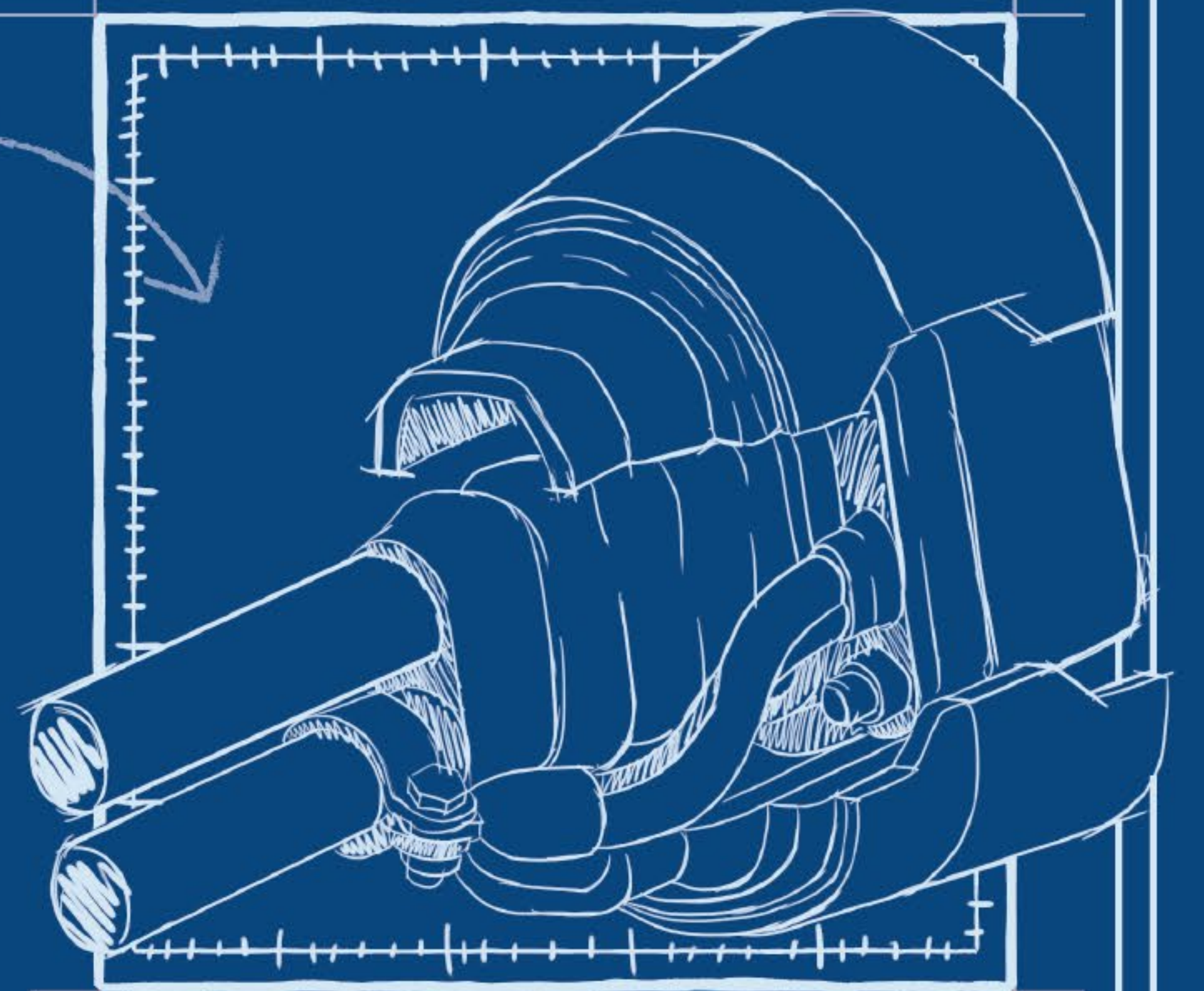
The Short Circuit and Wrangler are the Two Horsemen of the Apocalypse.

The SHORT CIRCUIT highly encourages spamming projectiles to, at last, cover your weakness of the Demoman's explosives. As well as Soldier's rockets and every other projectile in the game at the cost of metal.

The well timed Jarate or Mad Milk? Gone. The cleverly angled pipe or flare? Gone.

Sure, your dispenser will run out of metal. The payload cart won't.

This weapon invites the Engineer on offense to just do nothing but hold down the right click to delete projectiles. The enemy team will hate you, and you will hate them. Instead of an honest to goodness competition, you just invited the wrath of the greater enemy team. Nice job, you scum sucking goblin.

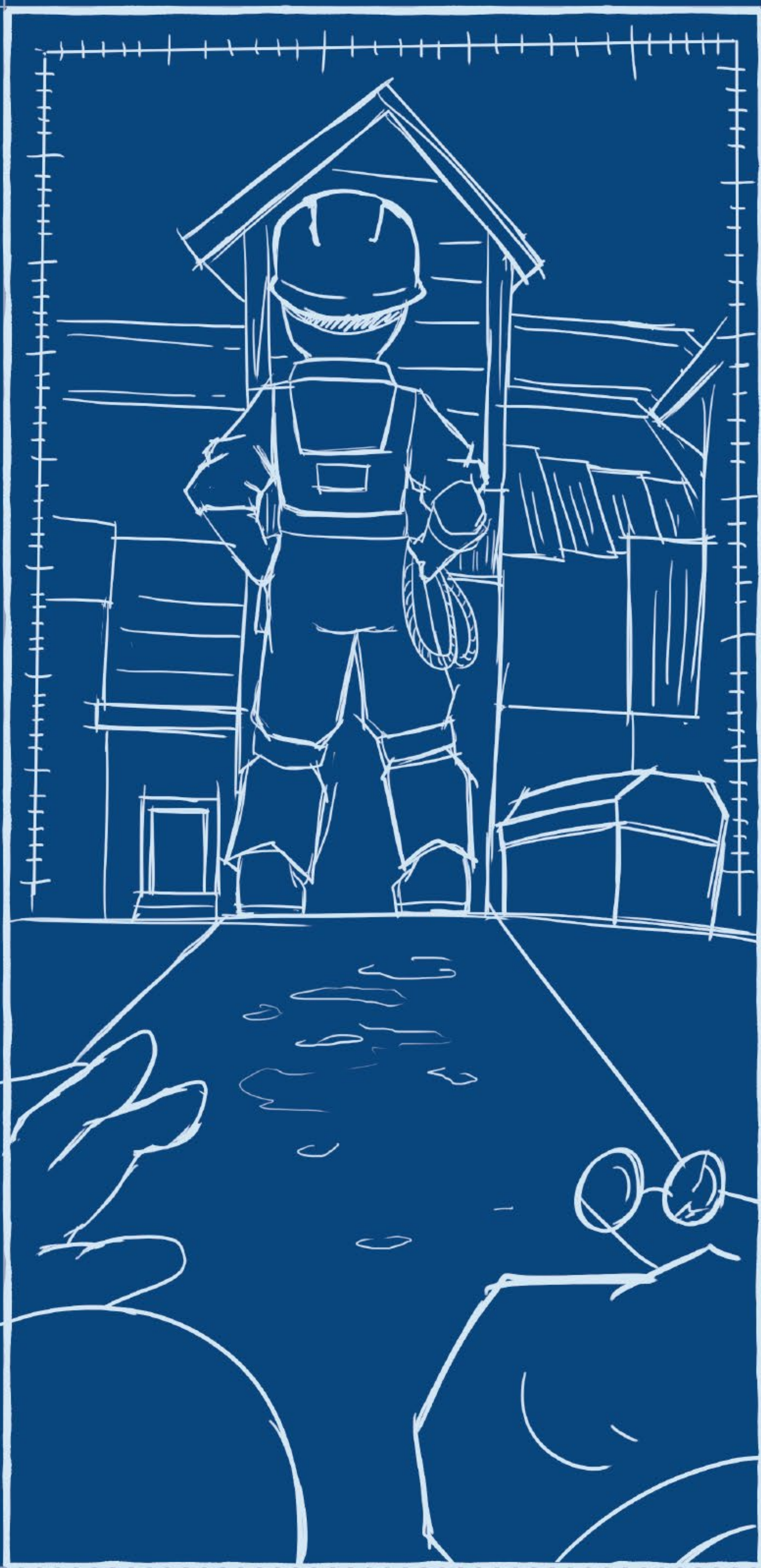


The WRANGLER works to the opposite effect. In exchange for not knowing Ryu's $236 + P$, because who actually uses the worst hitscan weapon in the game, Engineer gets to turn his Sentry Gun's health pool into a health ocean, more than doubling Heavy's hitpoints.

The Vaccinator sweats bullets in terms of the disgusting damage resistance given by the Wrangler. It makes the enemy team hate you more so than the Short Circuit, because at least with the Short Circuit, the Engineer isn't holding the choke point with a

648 health level three Sentry Gun. Granted, as always, an Ubercharge and eight Stickybombs will just kill you. No ifs, ands, or buts! Once you go Wrangler, you have loudly yelled at the enemy team, "Play Medic or lose!" And people really hate losing to the Wrangler.





So what have we learned in our trip down "mediocre specialist" lane?

We learned that Engineer has a really powerful presence, but takes way too long to become that powerful presence, especially when compared to how Medic gets to duck sightlines for a minute and gets to personally kick you from the game, especially considering how many more resources the engineer needs, and how fast it can be taken away.

We learned that the most popular game modes in the game actively make Engineer even worse to play due to his lack of mobility and even slower resource needs.

We learned that, sometimes, you just gotta bite the bullet and cut off your hand if you want to have fun.

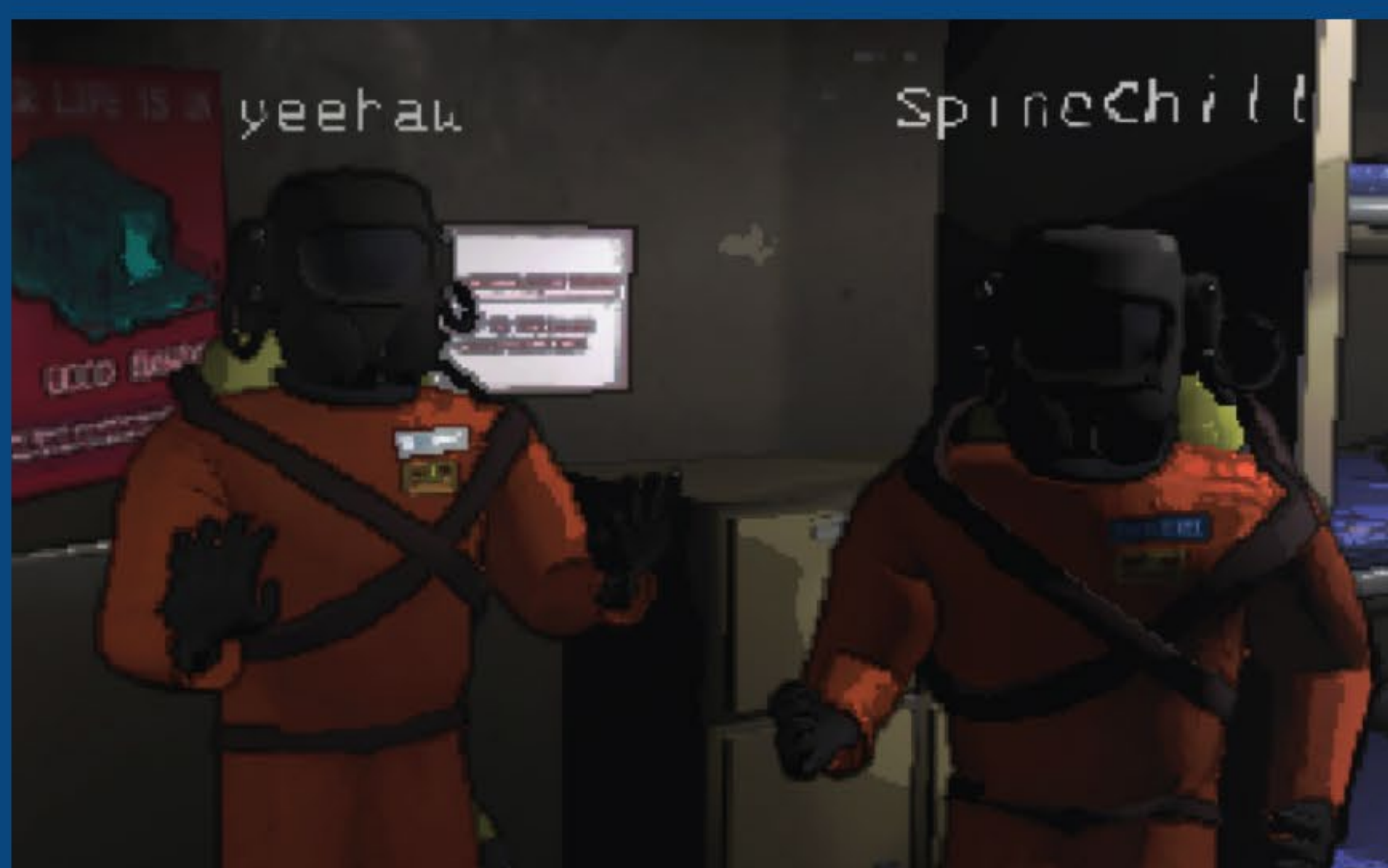
Most importantly, we have learned that the Engineer is Engihere in like C- on the tier list. Poor guy.



AUTHOR'S NOTE!



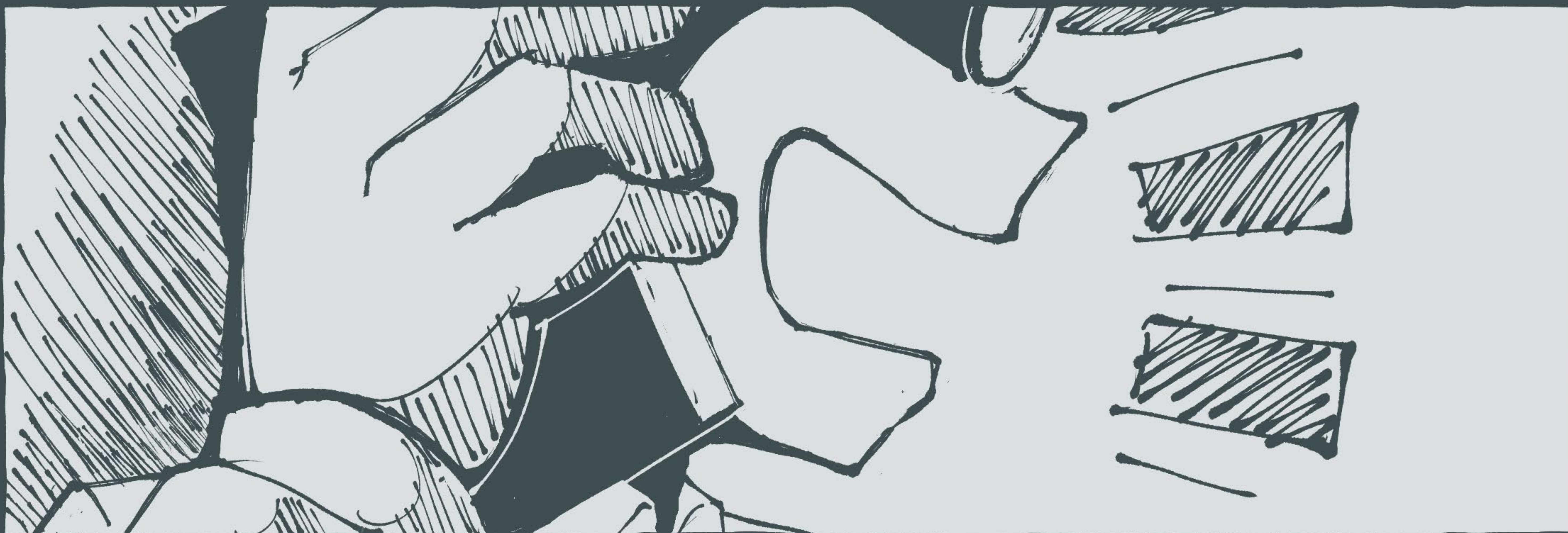
Hey, thanks for reading all "LOVE, HATE, LOATHE" articles since I joined the team! I don't have access to all the metrics of MANN Magazine, so I can't tell if the readers actually like this section. TableCroissants hasn't killed this section off yet, so I do suppose you like it. Speaking of liking it, I found a MANN Magazine fan in the wild! I was playing Lethal Company, (not-sponsored, but would love to be,) and found this fellow named SpineChill.



I told you that I worked for MANN Magazine! If you lovely readers ever find me randomly in the streets of some game, pull me aside for a picture! I love each and every one of you for tolerating my schizo-style ravings! That said, before we depart I would like to thank Alto-Arcade for even encouraging this section to exist. I'd send you a spirit across the pond, but I would hate to interrupt your diet of hot chocolate and Alan Wake 2. In the meantime, you'll see me love, hate, and loathe in our big MANN of the YEAR shindig. Wait, does this article come before or after we reveal candidates? Well, keep reading or start voting!

(Hehehe, those fools don't know we have an extra surprise waiting for them with a major organization backing us! ...I did turn off the recorder, right?)





"Table, what do you mean we can't afford to have all Mann Co. Orange dresses and suits with Australium accessories at the MANN of the Year awards?"

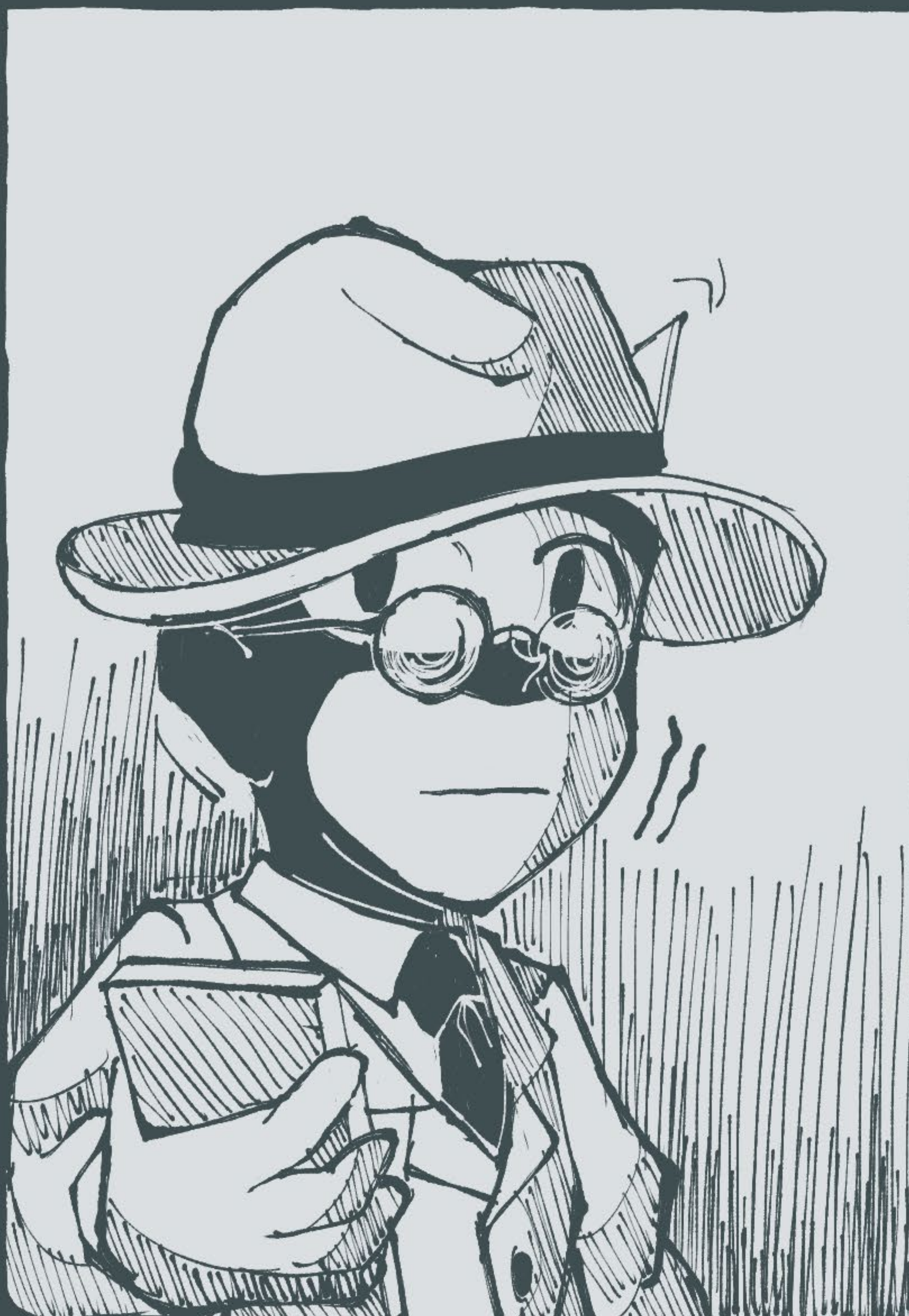
"TABLE."

"Table! Tab-, yes. Yes. No, that didn't count! Hang up on me and I will ruin you, you hear me ru-. That sack of-

"OH,

"YOU'RE HERE EARLY."

"I told Alto to have the spotlights ready for this, is everyone trying to sabotage me?!"



Well, I suppose the cat is out of the bag now.

**WELCOME MANN MAGAZINE READERS
TO THE FIRST ANNUAL**



MENN

TO

Match

A MANN MAGAZINE SPECIAL

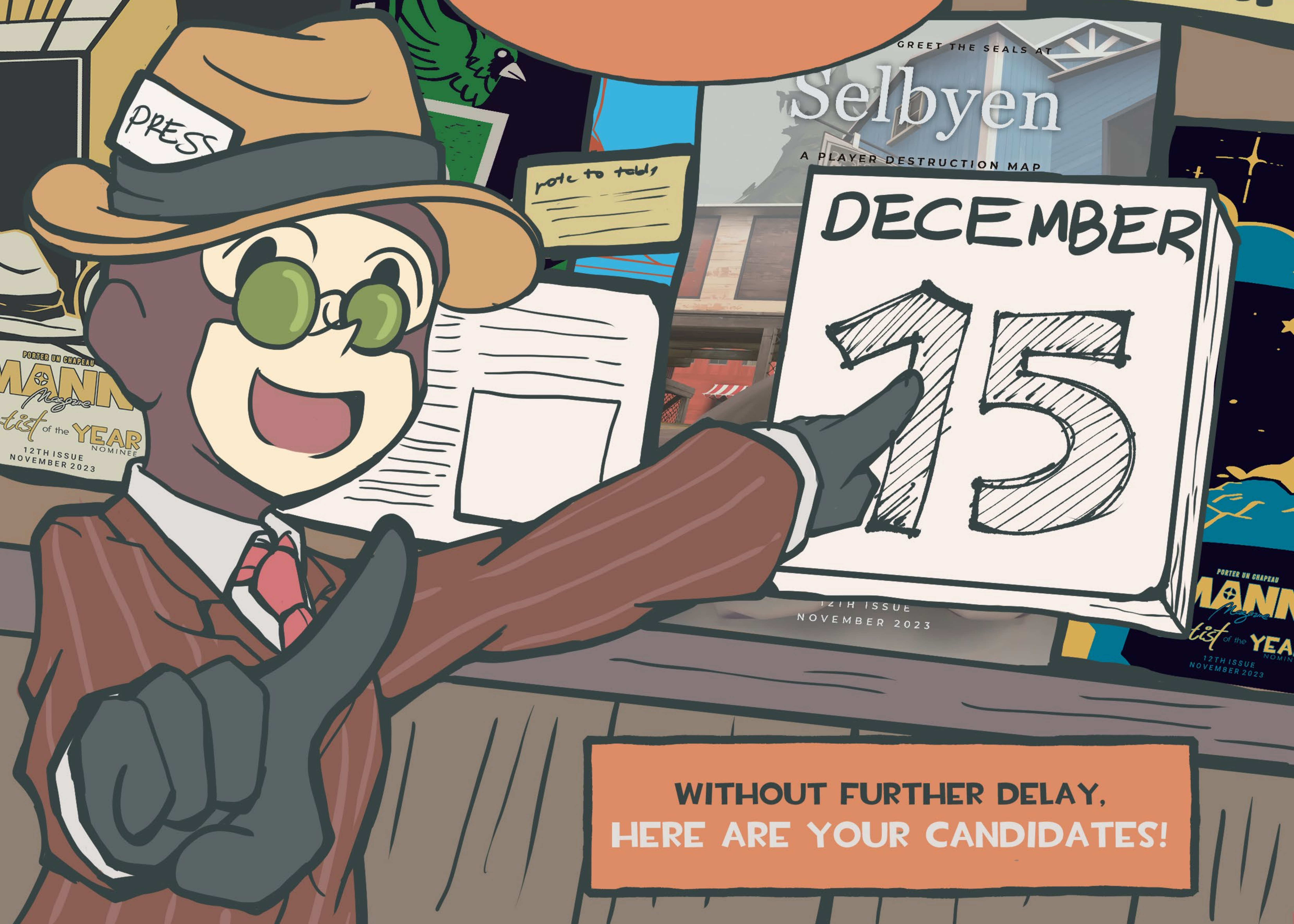
ARTICLE BY YEEHAW88
ILLUSTRATED BY ALTO ARCADE
WITH
CONSULTING BURRITO
HALESOWN
THEGREMLINDRAWS

"That's right folks, did you really think we were sorting the TF2 community's all-star roster for the sake of communal good? We are here to figure out which of our **SPECIALITY TOPPED APPEALING FRIENDLY FORCE** picks are the superstars, the boss, the head honcho, the MANN OF THE YEAR!"

STAFF



No qualms or strings, you wonderful readers have until **DECEMBER 15TH** to elect ONE WINNER for each category about to be demonstrated to you!



WITHOUT FURTHER DELAY,
HERE ARE YOUR CANDIDATES!

Artist **YEAR**

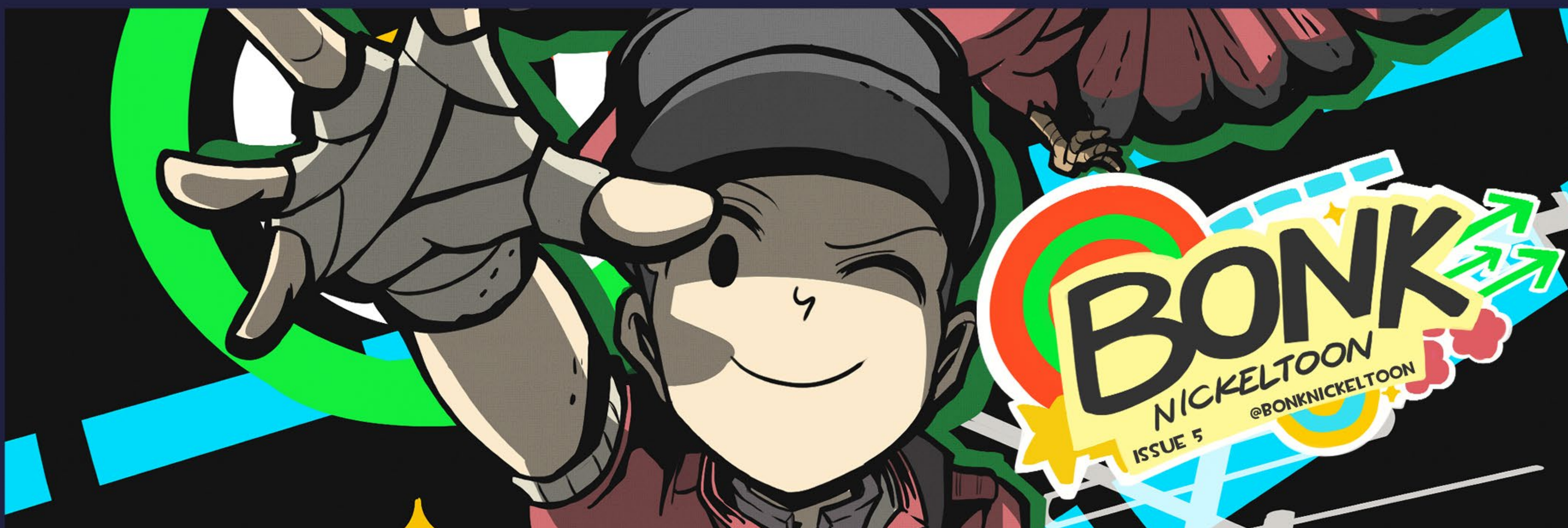
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ILLUSTRATED BY ALTO ARCADE

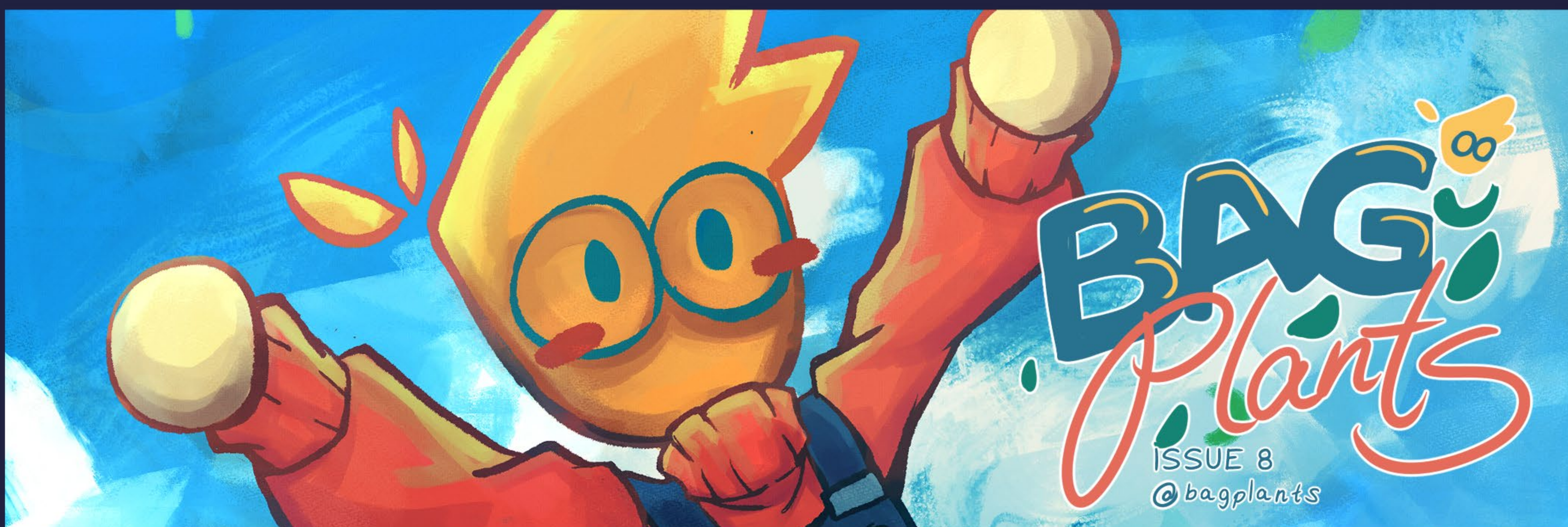
It was miserably tight for the Artist of the Year category. Staff members form alliances, spilled blood, and feared the merciless leader of MANN Magazine Asia who totally is not backing one of these candidates, however we have certainly picked some of the best of the colorfully imaginative masterminds this side of 'I said so!'



Coming in no particular order, we first bring you Mann Co.'s Finest Factory Worker: **ALFAREX!** To keep things fair, all I will tell you is that Alfarex is a young man living it up in Costa Rica focusing on visual effects and motion graphics, mostly around Team Fortress 2 and Half-Life.



Next up, we got the man who convinced Alto to convince me to write poetry for Particle Mayhem 2: **BONK NICKELTOON!** He is also a contributor of at least six unusual effects and a fistful of hats!



Last, but certainly not least, is Warmth Enjoyer and Gelatinous Horror: **BAGPLANTS!** Bagplants is a conventional digital artist and an artist across Team Fortress 2's many charity events!

(Hey, all you Love, Hate, and Loathe readers! Please pick Bagplants. Alto brainwashed half the staff to vote for Alfarex! I don't have a lot of time before she finishes reading this sentence, and I WILL be shot for saying this!)

MAP OF THE YEAR

RENDERED BY HALESOWN

Traveling to our next category, we have the Map of the Year! While not nearly as much of a blood bath compared to the last category, there really is a map trying to take home gold this year!

SELBYEN

The Player Destruction map that stole hearts and minds alike, Selbyen, is coming in hot! (Selbyen was produced by FGD5, Lo-fi Longcat, Rhamkin, and zythe.)



Pat the seal

PHOENIX



Suspicious

Selbyen isn't the only summer dynamo though, the sun-soaked Phoenix is rising from the ashes! (Phoenix was produced by Blade x64, Stuff360, diva dan, Defcon, and KrazyZark.)

KRAMPUS

Did things get chilly in here, or did something wicked this way come? Krampus comes to rally the harsh winter winds as the last map candidate!

(Krampus was produced by dondon, Coolchou Zhao, Lothudus, zythe, dotflare, Phe, doctorsteen, ScienceDILF, Lerd, Lizard of Oz, Artur E. and sky.)



Find this place

WORKSHOP CREATOR OF THE YEAR

ILLUSTRATED BY ALTO ARCADE

"Just when I think I am out of the Workshop,
we round the bend to Workshopper of the Year!"

FORTUNE : ISSUE 10

I think I speak for everybody when I say I am not surprised that the Jack of All Trades and Proud Owner of Brainworms the Size of Fully Grown Pythons, Overlord Lettuce, has landed for nomination!

With double fistfuls worth of contributed items and being a developer of hit Sourcemon Open Fortress, his mettle is proven tough!

Overlord Lettuce

FORTUNE : ISSUE 9

Based on our votes, it appears our staff team love British detective fashion, brought to us by our next candidate Digital Fashion/Weapon Designer and Pacapulus Avatar: Pie_savvy!

A weaver of some wicked wares, Pie_savvy not only does such weaving for Team Fortress 2 but also Hot Dogs, Horseshoes & Hand Grenades.

Pie-Savvy

PIE-SAVVY

FORTUNE : ISSUE 6

Oh Taunt: Neck Snap! The competition better call their Taunt: The Travel Agent because our next candidate has declared a Taunt: Roar O'War! Here comes 'animinator' Setry!

Responsible for some taunts that I can't quite remember the name of, his animated humor will knock your socks off!

Setry

SETRY

CRITICAL HITS!

the greatest hits of all time

ILLUSTRATED BY THECREMLINDRAWS

Move over Grammys, we got the real music awards here! **Critical Hit** of the Year had our staff firmly commit for a side and begin spitting at each other's different opinions within seconds. We hope that we picked the right songs and that one of our candidates' gets back to us.
(Still crying that Justyn FUNKEPills left us on read.)

Before we reveal the first candidate, I must formally apologize on behalf of the cluster of people that work on the Critical Hits section to Random Encounters. The team saw Fortress Films' animation for this candidate, but we failed to credit Random Encounters for the original post.



Moving on with the show, the staff, (and fifth grade yeehaw88) love this now almost eleven year old masterpiece: **MEDIC!: A Team Fortress 2 Musical** by **Random Encounters!**

Are you really an old school fan of this game if you haven't heard of this one?



Jumping back into this decade, We got a song so unapologetically corny, yet so unbelievably smooth!

The Most Fashionable Faction by **TheStupendum** featuring **Harry101UK!**



Gonna be a little ruthless with this one, we should not have put the entirety of **Justyn's The Lunchbox Mixtape** on the ballot. As, how in the hell is a singular song going to fight a whole ass mixtape?!

After all, anything one song can do, a mixtape can do better!
The point has been made, nothing left to be said, so I just make the description stop abruptly instead!



MANN

of the Year

Now for the category you have all been waiting for: the MANN of the YEAR candidates! If I was to reveal the data for the staff poll, one could say the pie chart is analogous with a death battle between King Kong, Godzilla, and one Scout. Not to discourage anyone who voted for the guy you could assume was the Scout in this situation, but it will be a tough battle for that guy's fans!



A beloved member of TFConnect, the community manager of FACEIT Corporation's Team Fortress 2 branch, and the very first MANN of the Month: we give you the legend that is **SHORK**! Not to mention that he has helped our noble magazine many times over in such a short amount of time.

Shork is also responsible for bringing many of the game's voice actors back into the community when the community needed a boost in morale. A strong contender for MANN of the YEAR, but it is up to you, the public, to deliver praise!

John Patrick Lowrie
ISSUE 12 | @JohnPatrickLowrie

It was absurd that we even landed this glorious gentlemann in the first place. I do think you read up on this chap only a few pages ago. The Sniper himself, as well as author and voice actor for numerous other characters, **JOHN PATRICK LOWRIE** is your second choice for MANN of the YEAR! For the sake of repetition, please just turn the pages backwards, we gushed about GLaDOS' husband more than enough.



HISANIMATIONS
ISSUE SEVEN @HIS_ANIMATIONS

With his recent obsession with Meet the Soldier, this pick seems a little comical. The man who looked at his Twitter bio and just said 'yeah' is your final candidate for MANN of the YEAR: **HISANIMATIONS**. This Norwegian Blender boss may be not as big as other names in this magazine, but if he got a few thousand people to laugh at Meet the Soldier but (thing) happened, I think he has his supporters! And how could I forget that he single-handedly brought about the TF2 Blender renaissance? Begone Source Filmmaker!

Well, fellas, after screaming at you about candidates you probably already knew you were going to vote for, I am pooped.

GO VOTE! RESULTS WILL BE LEARNED WHEN THE DECEMBER ISSUE DROPS!

I hate that we are leaving you all in the dark for half a month, but that is business. If you haven't run off to vote, do go read Love, Hate, and Loathe.

Perhaps you will find something most interesting.



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TF2 Club

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& Everyone who Supports the Magazine!